MEGA TIPS SECTION

BRITAIN'S BEST SELLING COMPUTER MAG!

AUGUST NO 93 **£1.20**

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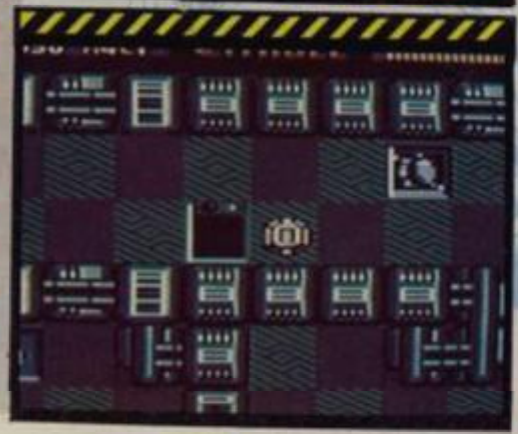
COMPUTER +video GAMES

EXCLUSIVE!
SHINOBI
KUNG-FU CRAZY

EXCLUSIVE!
POWER DRIFT
IS THIS THE XMAS NO 1?

EXCLUSIVE!
STUNT CAR
THE BEST RACE GAME EVER?

EXCLUSIVE!
CITADEL
GREATEST C64 GAME THIS YEAR!



EXCLUSIVE!
PC ENGINE/16 BIT SEGA: MEGA NEWS!

THIS AMAZING HAND-HELD BEATS THE AMIGA

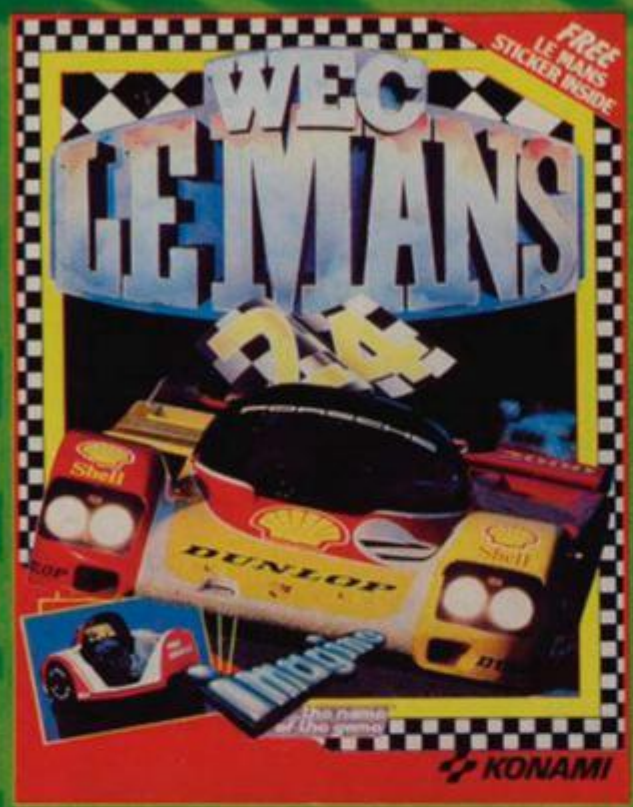
MEGA MONEY-OFF VOUCHERS

R-TYPE, AFTERBURNER AND SUPER HANG-ON GO CHEAP

EXCLUSIVE! INDIANA JONES III ● STAR TREK V ● THEATRE EUROPE II ● BLOODWYCH

HOT SEGA EXCLUSIVE! ● GHOSTBUSTERS

PLAYFUL



WEC LE MANS
"Wec Le Mans has many things going for it... I reckon it will be the definitive racing conversion for 8-bit machines."
Wec Le Mans is not a game – it is the ultimate driving experience.

ROBOCOP
"This is defini[illegible] tie-in to date. [illegible] super'b game [illegible] don't m[illegible]
C+VG CAME[illegible] COMPUTER [illegible]

BAD DUDES VS DRAGON NINJA
"A sure winner with the official conversion to the home computer."
COMPUTER GAMESWEEK
"A very enjoyable and addictive game... The best conversion I have seen on the Amstrad."
AMSTRAD ACTION
"There is more than enough action in this one to keep you coming back for more."
ACE

	ATARI ST	AMIGA
BATMAN OPERATION WOLF	19·95	24·95
ROBOCOP DRAGONNINJA	19·99	24·99

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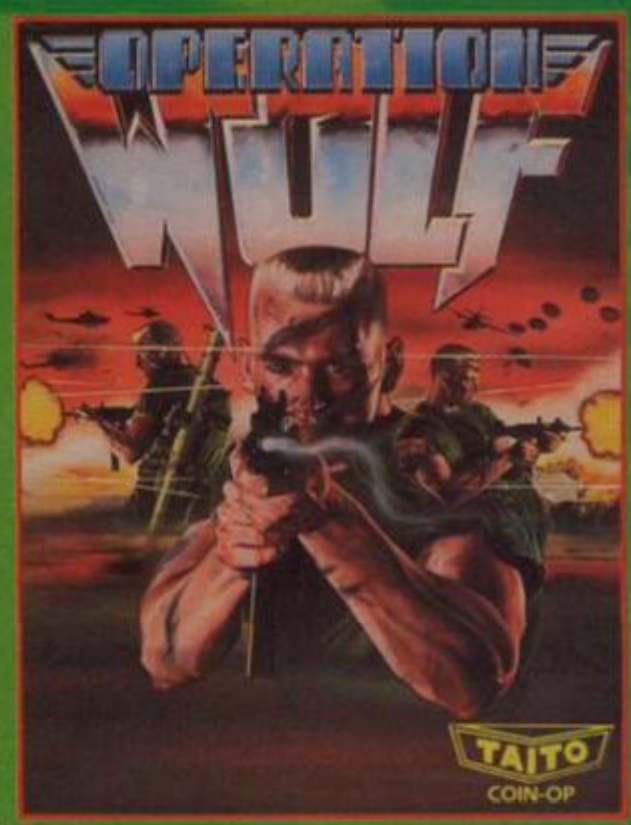
INTELLIGENCE

ROBOCOP
"...y the best film ...d is an utterly ...its own right- ...ss it."
...E TIME MONTH
...IDEO GAMES

BATMAN
"Incredible presentation... Just the right way to capture the comic book feel."
ZZAP SIZZLER ZZAP 64

"Batman The Caped Crusader will suit riddlers of all ages."
ACE STAR GAME AMSTRAD COMPUTER USER

"Ocean have made a fantastic job on Batman and being in two parts you get excellent value for money. Brilliant!"
A CRASH SMASH CRASH



OPERATION WOLF
Voted "Game of the year." The world's No. 1 arcade game.
"Super-smooth scrolling and excellent graphics... Without doubt Ocean is a first class shoot-em up."
A CRASH SMASH CRASH

"Definitely the coin-op of the year... Buy Operation Wolf. It's a brilliant conversion."
C+VG GAME OF THE MONTH
COMPUTER + VIDEO GAMES

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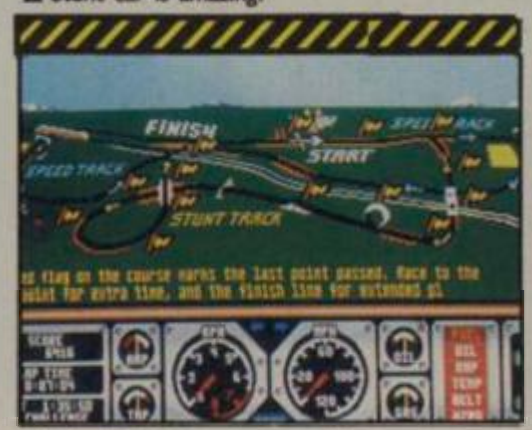
▲ *Power Drift-exclusive!*

▲ *Stunt car is amazing.*



▲ *Hard Drivin' — looking fab.*

HAND-HELD GAMING II 8

Atari have just unveiled a colour hand-held console which runs twice as fast as an ST, has as many colours as an Amiga and is capable of producing stereo sound. Sounds too good to be true? Well, just turn to page eight to find out all about this revolutionary new miracle of modern technology.

EDITOR Mrk I: GRAHAM "PAYBACK" TAYLOR
Graham is so cost-conscious he's decided he's too expensive and so has replaced himself with somebody cheaper. Now he's a cheap Publisher.

EDITOR Mrk II: JULIAN "JAZ" RIGNALL
C+VG's new spiky-haired Editor. Not that you'd notice of course. He *still* spends all his time either in Brighton's arcades or playing on his consoles at home . . .

ART EDITOR: ANDREA "HOW MUCH" WALKER
When she's not squiffy, Andrea claims to have the fastest scalpel this side of Basildon! Favourite phrase: mirror, mirror on the wall . . .

CREDITS

THIS MONTH'S COVER: Jerry Paris. EDITOR I: Graham Taylor EDITOR II: Julian Rignall ART EDITOR: Andrea Walker STAFF WRITER: Paul Glancey ADVERTISING MANAGER: Nigel Taylor SALES EXECUTIVE Joanna Cooke

MEGA COMPS

WIN A NEW ZEALAND STORY COIN-OP 49

Here's the chance of a lifetime — win your very own coin-op. A real New Zealand Story arcade machine is up for grabs!

▲ Win the coin-op.

WIN A VIDEO PLAYER AND INDY GOODIES 62

A VCR and all three Indy videos are the top prizes in this mega comp, and there are also 15 runners-up prizes of Indy goodie bags.

WIN A DAY OUT AT ALTON TOWERS 68

Fancy a brilliant day out for free? Here's your chance — there are six pairs of tickets to Alton Towers on offer in this comp from Entertainment International.

▲ StarTrek V — boldly going.

SAVE LOADS OF DOSH 24

Aaaagh! Money-off coupons return with a vengeance and wreak havoc. Watch seven quid get mercilessly hacked off Super Hang-On. Another seven quid is painfully sliced off R-Type, and Afterburner gets seven pounds painfully pulled out of its posterior. Roger Rabbit and ISS also come in for the chop — another lucky 7 off them too!

PLAYMASTERS 27

The complete guide to Microprose Soccer, the complete solution to Kristal, a mega guide to Populous and everything you need to finish Rocket Ranger and Running Man are just the highlights of this month's massive mega tips section. And there's the official UK Computer Highscore table — are your scores on it?

▲ PC engine boxing — out soon.

▲ The whole Hog — Harley game.

CES SHOW REPORT 70

Find out about all the incredible new technical gadgets and computer games that were on display at this summer's Consumer Electronics Show in Chicago.

ARCADES 88

Two amazing new coin-ops get in-depth reviews — **Willow**, the arcade game-of-the-film from Capcom, and Irem's **Dragon Breed**, designed and programmed by the same team behind that shoot 'em up classic, R-Type. And there's the UK Arcade Highscore table too . . .

▲ Dragon Breed — mega coin-op.

▲ First review of Indy III.

MEAN MACHINES 98

We've got red hot exclusives galore! Four Sega mega-games are reviewed — **Ghostbusters, Spellcaster, The Baseball**, and the best American Football game you're likely to see on a home computer, the amazing **Pro Football** — and we've also got a review on the PC Engine's newest and greatest shoot 'em up, **Twin Hell**. But the biggest exclusive is the complete PC Engine and 16 bit Sega release schedule for the rest of this year — there are some unbelievable games up and coming . . .

PREVIEWS 106

Enter exclusive city as we give you the complete low-down on Activision's astonishing conversion of **Power Drift**, beam you down the latest news on **Star Trek V** the computer game, and ride out with the officially licensed **Harley Davidson** game. And we also have the first of a regular monthly update on the progress of Domark's conversion of that massive coin-op, **Hard Driv'n'**. Check it out.

THE OTHER STUFF

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STAFF WRITER: PAUL "SPIKE" GLANCEY
Not a new rule by Julian — Paul's new spiky hair cut was his own doing . . . Even though he now looks a thug, he's still into games requiring intelligence and intellect.

ADS MANAGER: NIGEL "BIJOU" TAYLOR
A regular Yorkshire Pudding is our Nigel. All the girlies find him delicious when dipped in gravy. And he's a million times more efficient than Garry Williams.

"SENIOR" SALES EXEC: JO COOKE
Another right regular Yorkshire Pud, but this one only comes in a minuscule portion. She's still trying for that high score . . .

PRODUCTION ASSISTANT: GLENYS "TEDDY BEAR" POWELL
Glenys collects homeless and unloved Teddy Bears — if you've got any donations, send 'em in to her at the usual magazine address.

PRODUCTION ASSISTANT Glenys Powell PUBLISHER: Terry Pratt

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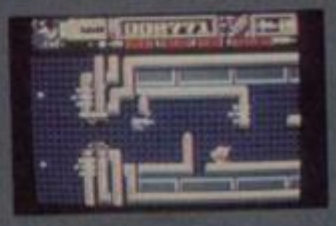
D·O·M·I·

PENETRATE

DOM



N·A·T·O·R

II NATE

CONQUER

'Whichever format ... if you're a hardened shoot'em up veteran, Dominator is a game to scour the shelves for.'

C+VG HIT!

Computer & Video Games magazine

DOMINATOR. DESIGNED BY SYSTEM 3. NOT TO BE BEATEN.

Spectrum, ST, Amiga, Commodore, Amstrad screen shots shown.

© 1989 System 3 Software

Commodore, Spectrum and Amstrad cassette (£9.99) and disk (£14.99).
Atari, ST and Amiga (£19.99) joystick control only.
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ROBERTS.89

ATARI'S UNBELIEVABLE ADVANTAGE

If you thought that Nintendo's black and white hand-held console looked good last month, wait until you see Atari's new machine, the Advantage — it'll blow your socks off. It runs twice as fast as an ST, has as many colours as the Amiga, has its own COLOUR monitor and fits in the palm of your hand. Sounds unbelievable? Julian Rignall thought so too, but when he actually saw it his eyeballs popped out on stalks and he was incoherent for days. This is what he says . . .

HERE IT IS

Erm . . . hmmm . . . What can I say about the most exciting thing to happen to the games industry since the invention of the home console? Well, the Atari Advantage takes computer gaming a quantum leap forward with a hand-held machine that offers 16 bit specifications in a box that's smaller than a video cassette.

The mini-console has an excellent pedigree. The machine was designed by RJ Mical and Dave Needle, better known as the geniuses who created the Amiga, originally for US software house, Epyx. But Atari stepped in, and with its massive financial backing and considerable experience in the home computer/consoles field has produced what is basically an amazing machine at a very reasonable price.

THE MACHINE

The graphics are crisp and very fast, with 16 colours displayed on-screen at once from a pallette of 4096. Sound is four-channel stereo, with an built-in speaker on the machine, and a headphone jack for true sound appreciation.

The colour monitor is a big 'un for a hand-held, and is 3.5 inches square (considerably larger than the Game Boy). It's pin sharp and crystal clear, and using it is a joy.

▲ A new era in computer gaming.

The controls are typical of a console — a joypad with two fire buttons. They're responsive and very easy to use.

A neat touch is that the machine has been designed with right or left-handed people in mind. As you can see, there are two sets of fire buttons — there's an option to flick the screen upside down, so you can play however you want.

On the side of the machine is a communications port that lets you connect up to eight other Advantages together for multi-player games. Atari certainly haven't done things by halves.

Power-wise the machine takes six AA Walkman-sized batteries.

THE GAMES

Although the Advantage's 64k RAM might sound small, it's capable of taking 16 Megabit game cards (that's 2 Megabytes (four ST or Amigas-worth of memory)), giving programmers considerable scope to produce some amazing games.

The first batch of games have a familiar ring to them, and all were designed by Epyx. Coming free with the machine is California Games, which features four sports events — skateboard, BMX, foot bag and surfing. It's a great freebie, and is very fast, colourful and playable.

Impossible Mission is another old title — mind you, it's widely regarded as one of the best computer games ever! The new Advantage version is considerably rejuvenated and is hardly recognisable from the original. Large-sized, beautifully animated graphics are used as the player takes control of a secret agent who infiltrates an enemy installation to rescue the President's kidnapped daughter. It looks brilliant.

Role players will love Time Quests and Treasure Chests, a single or multi-player game with strong RPG overtones. The game incorporates Gauntlet-style and first person perspective views as the hero

▲ Eight-player RPG — Time Quests.

▼ The amazing Blue Lightning.

attempts to find the Star Gem, a mythical stone.

Afterburner fans are well catered for with Blue Lightning, an incredibly fast 3D aerial combat game. Take to the skies in the eponymous craft and blow the enemy to pieces in ten different missions. It looks good and plays even better.

The other two games are The Gates of Zendocon, a slick shoot 'em up with over 50 different alien breeds to blast into the middle of next week, and Monster Demolition, a type of Rampage game which features creatures who run amok around a horizontally scrolling series of landscapes. Just to add to the fun, there's a multi-player option for massed monster mayhem.

There are plenty of other games in the pipeline, and Atari are already signing up third party software houses to produce games for this machine.

WHAT ABOUT THE GAME BOY?

Well, what indeed? The Game Boy is still a very neat little machine, however good the Advantage is, and costs less than half the price of its hand-held competitor. Having said that, it's really like comparing a Spectrum to an ST. The Game Boy has some excellent games available for it, and it's a fun machine that will eventually have a big software library, but if you're wondering which to buy, examine your budget, and if you can afford an Advantage, that's the one to go for.

▲ Mega mayhem in Monster Demolition.

▲ California Games.

WHEN, WHERE AND HOW MUCH

The Advantage is released in America this autumn and will cost $150, about £90. Games weigh in at $34.99 (just under £20). Atari haven't yet fixed a release date in this country, so it's doubtful that you'll see it until next year. But at least you'll have plenty of time to save your money for this marvellous machine.

Keep watching this space — we'll be bringing you regular Advantage updates whenever we get new information.

SPECIFICATIONS

SCREEN:	160x102
COLOURS:	4096
CLOCK SPEED:	16Mhz
RAM:	64k
SOUND:	Four-channel stereo

▼ Blasting in Gates of Zendocon.

ACTION SCREENPLAY

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MAGNUM FORCE

At the end of July, Sinclair will be launching the "Action Pack", a package comprising the new Magnum light gun, six games and either a Spectrum +2 (for £149) or a +3 (for £199). The Spectrum version of the Magnum and its games pack will cost for £29.95 and you Amstrad owners can pick up a similar package for £34.95. There are no firm plans for other versions at present.

"But what are the games?" we hear you cry. Pick of the six has to be Ocean's conversion of

Operation Wolf, which, played with the Magnum, should be just like the coin-op. The rest of the bunch are *Bull's Eye* (a ropey old license of the dart-throwin' quiz game), *Robot Attack*, *Solar Invasion*, *Missile Ground Zero* and *Rookie*. No, we've never heard of the last four either.

GOLD PRICES PLUMMET!

US Gold haven't half got some good cheapos lined up for members of the Skint Software Punters Society. Over the next couple of months, you should be able to pick up some of Epyx's best ever C64 stuff on the KIXX label. Summer Games, World Games and the superb Pit Stop II are all available for a mere £2.99 on cassette and only £4.99 on disk! At the same price, there's Cybernoid (nifty Hewson shoot 'em up), Mission Elevator (smart arcade adventure from way back) and Gauntlets I and II (well playable arcade conversions). Quite a line up, all in all.

GOLD PRICES PLUMMET II!

ST and Amiga owners aren't being left out, either. Access' finest golfing simulation, World Class Leaderboard is to be on the shelves for £9.99 on the Klassix label, as are the best-selling (but only moderately playable) Out Run conversions. Still, for ten quid, it's better than a poke in the eye with a pointed stick. Believe us — we've tried it.

Pass the Optrex, someone.

THE HEAT IS ON!

Hewson, cuddly company that they are, are set to release *Heat Wave*, an 8 bit compilation of some of their "hottest" ever games. The Amstrad, C64 and Spectrum packages will all consist of *Nebulus*, *Firelord*, *Ranarama*, *Zynaps* and *Netherworld*. On top of that, the C64 version comes with Andrew Braybrook's *Alleykat* while Spectrum and Amstrad owners get *Impossaball*. Not a bad line up, that. August is the release date, and £12.99 is the price for all cassette versions.

STICK IT TO 'EM

With a title like that you may have guessed that this piece is about some joystick or other. In fact, we would like to draw your attention to the three new sticks pictured, fresh from the salubrious warehouses of De Gale Marketing. They're for any computer and they all have a special CPC switch which lets the autofire work on an Amstrad. And all for a mere £8.95.

The other stick is the top of the range mad-dog, which goes under the whizzo title of The Quickjoy V Superboard. Number Five is kitted out with TEN microswitches, variable speed autofire AND a digital stopwatch with alarm, which will come in really handy, we're *sure*. Price for this beast is £19.95.

VIRGIN ON THE RIDICULOUS

Those wacky bods at Virgin are still blow-drying the ink on the contract which will see them producing a game based on fab 70's comedy show, Monty Python's Flying Circus. CORE (the people behind last month's jolly wheeze, Microprose's *Rick Dangerous*) have already started programming the game which is expected to star many of the regular Python characters, including DP "OOOOH!" Gumby. The finished product won't see the light of day until January of next year — which just happens to coincide with Python's 20th anniversary. Expect it on all major formats as well as PC.

MORE SPECGUNS

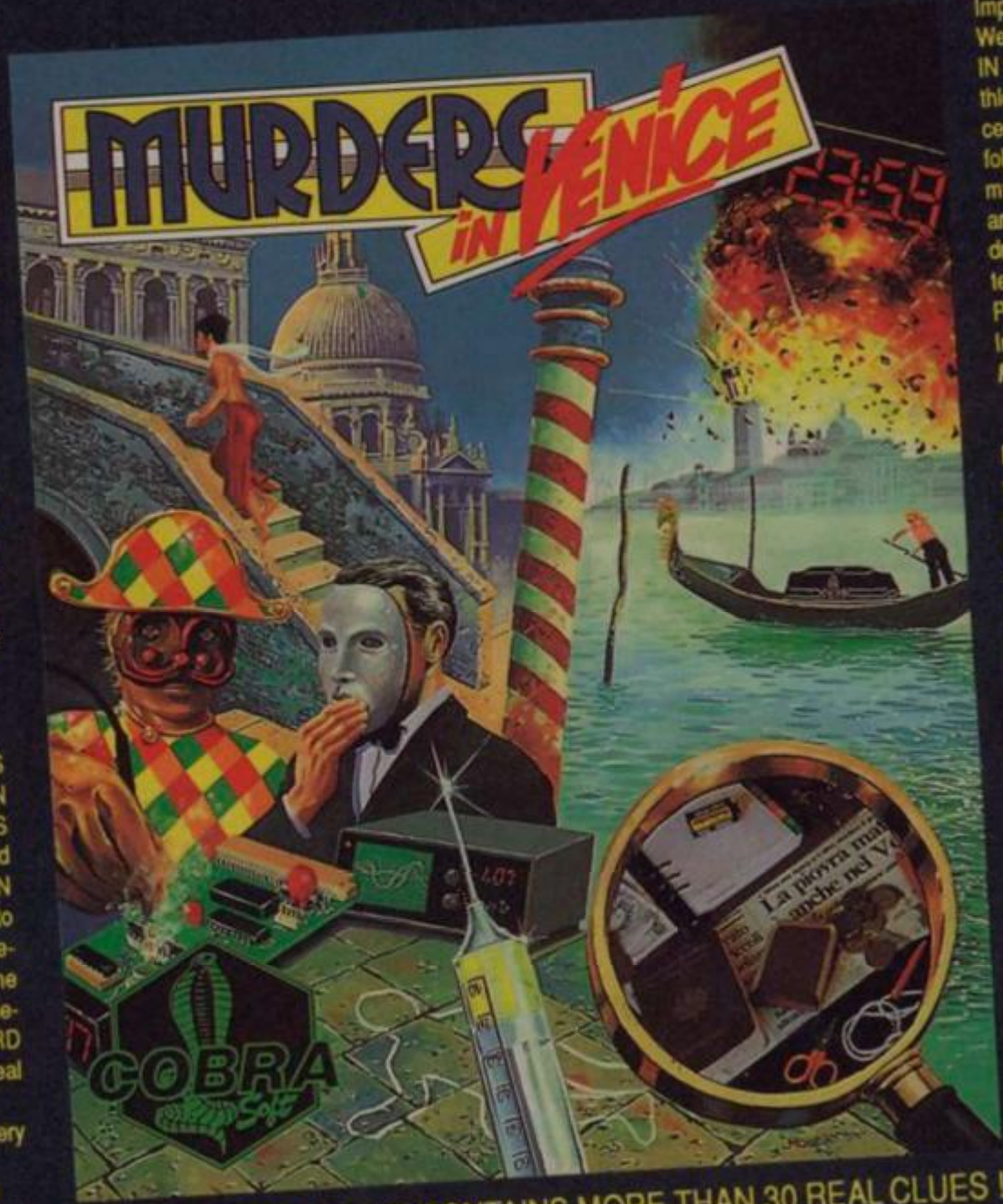
Joystick manufacturers, Cheetah, are also hoping to enter the light gunfight sometime later in the year with their *Terminator*. Cheetah are reticent about their plans, at present but they are hoping to produce versions for the Spectrum, C64, ST, Amiga, Sega and Nintendo, and all at a lower price than the Sinclair gun.

ENTHUSIASTIC FRENCH PRESS REVIEWS !!!

COBRA SOFT has thought of everything ! Thanks to the Organizer and other little treasures, the inquiry becomes a pleasure. MURDERS IN VENICE has the talent to be very easy to practice and fascinating at the same time. The whole game system includes an undeniable ludic aspect.
Graphics : ****
Sound : *****
TILT

As usual, a whole lot of objects serving as clues go with the software and will guide the player in his inquiry. A game so technically well conceived it will seduce the fans of Miss Marple.
MICROWORLD

After MEURTRES EN SERIES (Murders in series), MURDER ON THE ATLANTIC and MEURTRES A GRANDE VITESSE (High Speed Murder) here comes MURDERS IN VENICE. If it was necessary to strike a great hit to leave the precedent successes unmarked, one could say without the slightest hesitation that Betrand BROCARD and his staff have created a real masterpiece. (...)
A remarkable challenge for a very exceptional software.
SVM (Sciences et Vie Micro)



Impressive and ingenious!
Well, we'll be honest; MURDERS IN VENICE left us literally breathless ! Infernal intrigue, magnificent screens, genious and manifold conception (...) plus the mysterious Venetian atmosphere are the elements that makes you drop everything and dive immediately into the investigation !
Playability: exceptional
Interest: fabulous
FIRST Magazine

MURDERS IN VENICE is the very kind of production that shows that detective intrigues may always compete or even outrun the ludic interest of all the other software. (...)
It's really genious.
GENERATION4

If I had to stop right here, I would say that MURDERS IN VENICE is a superb detective inquiry "open enough" to interest the freaks of Scotland Yard and the inveterate adventurers alike.
The only thing is that it is even better than that !
MICRO-NEWS

THE PACKAGING CONTAINS MORE THAN 30 REAL CLUES !

ADVENTURE AND ACTION FOR THE NEW SUPER-PRODUCTION FROM COBRASOFT

Venise is threatened. The terrorists' ultimatum expires in 5 hours. It's time for you to step in to defuse the infernal bomb...
In the magnificent "City of Doges" (digitalized graphics) you'll meet dozens of people. Make them speak ! Unmask the guilty... Analyze the clues ! You will even have to make yourself a new face !
"Commedia dell'arte", high technology, masks, weapons, poison and worst of all tourists,... these are only a few of the ingredients composing the new super-production realized by Bertrand Brocard.
At your disposal is not only an exciting, graphic game, but also an instrument that allows you to progress in your research: a real "Organizer" that includes word processing, file cards, graphic tools, photo album... And to train you for the final part, the defusing of the bomb, you have at your disposal an electronic wiring simulator!

INFOGRAMES LTD, Mitre House, Abbey Road, Enfield, Middsx. EN1 2RQ

BUG REPORT

ATARI ST

FALCON

LEVEL:ANY

WHAT HAPPENS:

Crashes within sighting range of a mig or airport in NW edge of map (when in bombing range)

NUMBER OF REPORTS SO FAR:1

SEGA

WORLD SOCCER

LEVEL:GOAL

WHAT HAPPENS:

When you score a goal and the screen is scrolling between the one you're on and going up Sega advert boards appear and you stop

NUMBER OF REPORTS SO FAR:1

C64

DOUBLE DRAGON

LEVEL:All

WHAT HAPPENS:

When you run to the top the screen and jump the fighter against you he becomes paralysed

NUMBER OF REPORTS SO FAR:1

RASTAN

LEVEL:1

WHAT HAPPENS:

If you jump on the moving gate you are stuck there and have to reload the whole game

NUMBER OF REPORTS SO FAR:1

AMSTRAD CPC

NIGHT RAIDER

LEVEL:ALL

WHAT HAPPENS:

After a while lines of latitude on map and certain objects in the cockpit go missing and things go blurred

NUMBER OF REPORTS SO FAR:1

RENEGADE

LEVEL:3

WHAT HAPPENS:

If you try to mount an opponent when it is on the ground it resets the computer!

NUMBER OF REPORTS SO FAR:2

TREASURE IS. DIZZY

LEVEL:TREEHOUSE

WHAT HAPPENS:

When you get out of the treehouse it just stops suddenly for no reason

NUMBER OF REPORTS SO FAR:1

RUNTHEGAUNTLET

LEVEL:ROAD TRANSPORT

WHAT HAPPENS:

If you hit the other buggys your own buggy hurtles off the screen uncontrollably and crashes

NUMBER OF REPORTS SO FAR:1

DRAGON NINJA

LEVEL:HIGH SCORE

WHAT HAPPENS:

You can't write your name in the high score table so you can't get back to the menu to start

NUMBER OF REPORTS SO FAR:1

OPERATION WOLF

LEVEL:4

WHAT HAPPENS:

Just a head appears or half a helicopter

NUMBER OF REPORTS SO FAR:1

D. THOMPSON O. C.

LEVEL:DAY 2

WHAT HAPPENS:

Starts to load the next level but then screen cuts out and goes blank

NUMBER OF REPORTS SO FAR:1

BUBBLE BOBBLE

LEVEL:ANY

WHAT HAPPENS:

The game just pauses and often dots or lines appear for no reason.

NUMBER OF REPORTS SO FAR:1

AMIGA

DALEY THOMPSON

LEVEL:ANY

WHAT HAPPENS:

An address code error makes the game stop and you have to load it again

NUMBER OF REPORTS SO FAR:1

SUPER HANG ON

LEVEL:ALL

WHAT HAPPENS:

Arrow points that next bend is top the right but it's always to the left!

NUMBER OF REPORTS SO FAR:1

OPERATION WOLF

LEVEL:END OF GAME

WHAT HAPPENS:

Even if all the hostages are alive it still says all hostages are dead

NUMBER OF REPORTS SO FAR:1

SPECTRUM

OPERATION WOLF

LEVEL:4-6

WHAT HAPPENS:

Sometimes you find a flying armoured car - then it just freezes.

NUMBER OF REPORTS SO FAR:1

RENEGADE

LEVEL:SEE BELOW

WHAT HAPPENS:

When first wave of baddies came I died pressed right key, then appeared at bottom of the screen in two and couldn't move.

NUMBER OF REPORTS SO FAR:1

WAR IN MIDDLE EARTH

LEVEL:ON THIRD TIMER

WHAT HAPPENS:

Screen went blank, asked to start tape - loaded picture of Sauron in hell, then froze.

NUMBER OF REPORTS SO FAR:2

MICROPROSESOCCER

LEVEL:OPTIONS SCREEN

WHAT HAPPENS:

Kempston selection does not work

NUMBER OF REPORTS SO FAR:1

OPERATION WOLF

LEVEL:AMMUNITION DUMPS

WHAT HAPPENS:

One of the men with the bullet jackets loses his head but his body continues to shoot

NUMBER OF REPORTS SO FAR:1

I'VE GOT A BUG TO REPORT

NAME: .....

ADDRESS .....

.....

NAME OF GAME: .....

MACHINE: .....

LEVEL BUG OCCURRED: .....

WHAT HAPPENED: .....

.....

.....

.....

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REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words — is it worth the money.

PLAYABILITY

This tells you how addictive and enjoyable the game is — the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY
He loves games requiring brains, but doesn't mind the odd blaster.

PHIL SOUTH
An all-rounder who likes all manner of games — as long as they're good.

GORDON HOUGHTON
Ex-ZZAP! 64 Editor who loves games of all sorts.

REVIEWS

SPECTRUM

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C+VG HIT! REVIEWS

SHINOBI 16
Brilliant kung-fu Ninja action from Virgin/Mastertronic.

KULT 52
Weird, but compulsive action from Infogrames.

BLOODWYCH 54
Simultaneous two-player role playing from Mirrorsoft.

MR HELI 66
Firebird's Irem conversion flies in for a HIT!

CITADEL 70
The best C64 game so far this year — check it out.

STUNT CAR 76
A simply amazing racing game from Microprose that burns off the opposition.

TWIN HELI 98
This superb blaster is another PC Engine winner.

PRO FOOTBALL 98
Stunning American football action on the Sega.

GHOSTBUSTERS 100
Bust some spooks with this mega Sega game.

PC ENGINE

TWIN HELI	98

SEGA

SPELL CASTER	98
PRO FOOTBALL	99
GHOSTBUSTERS	100

ARCADES

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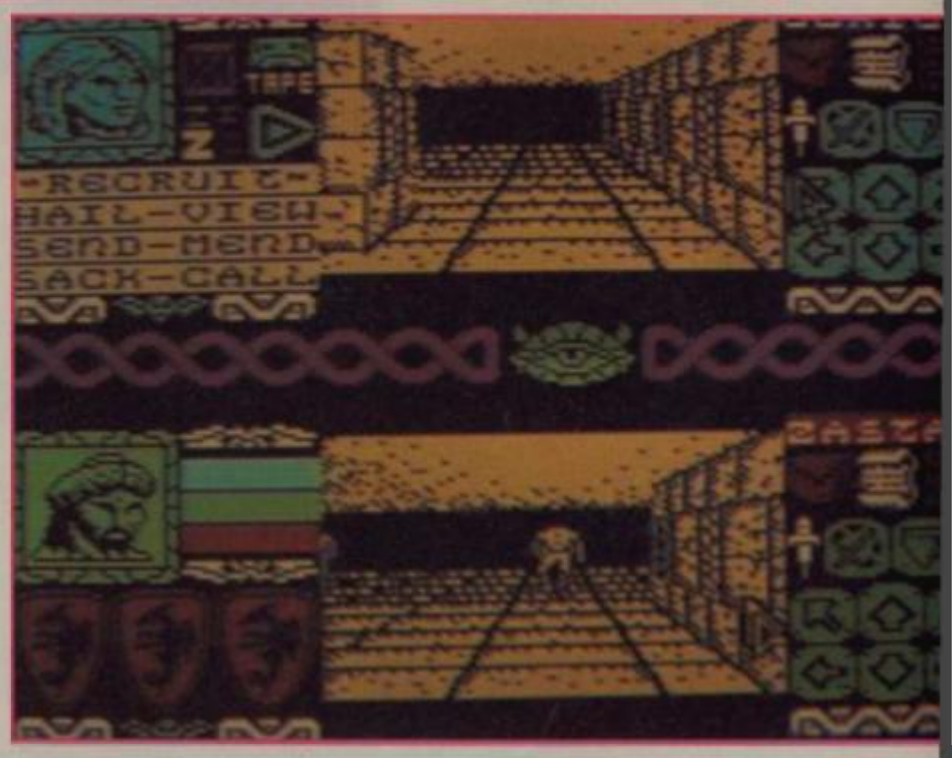


▶ ST C64 AMSTRAD SPECTRUM

SHIN

BY VIRGIN/MASTERTRONIC

If you're one of those who enjoys indulging in a bit of coin-op violence every now and again, you'll be pleased to hear that Virgin/Mastertronic have just put the finishing touches to their conversions of Sega's Shinobi, a game of ninjas, kung-fu, throwing stars and poking baddies with sharp and pointy ninja sticks.

The reason for all this action is because the local arch baddie has kidnapped all the children, and is currently holding them hostage. Being a particularly wicked and scheming hoodlum, he's distributed them all over his side of town, forcing any potential hero to travel through all five levels of his horizontally scrolling patch before he can rescue them all.

And of course there *is* a hero — you, Shinobi, black-garbed ninja person, who comes complete with a repertoire of kung-fu moves, an unlimited supply of shuriken bunging stars and a limited supply of ninja magic — a sort of super ninja smart bomb thingie ·r use in emergencies c ly.

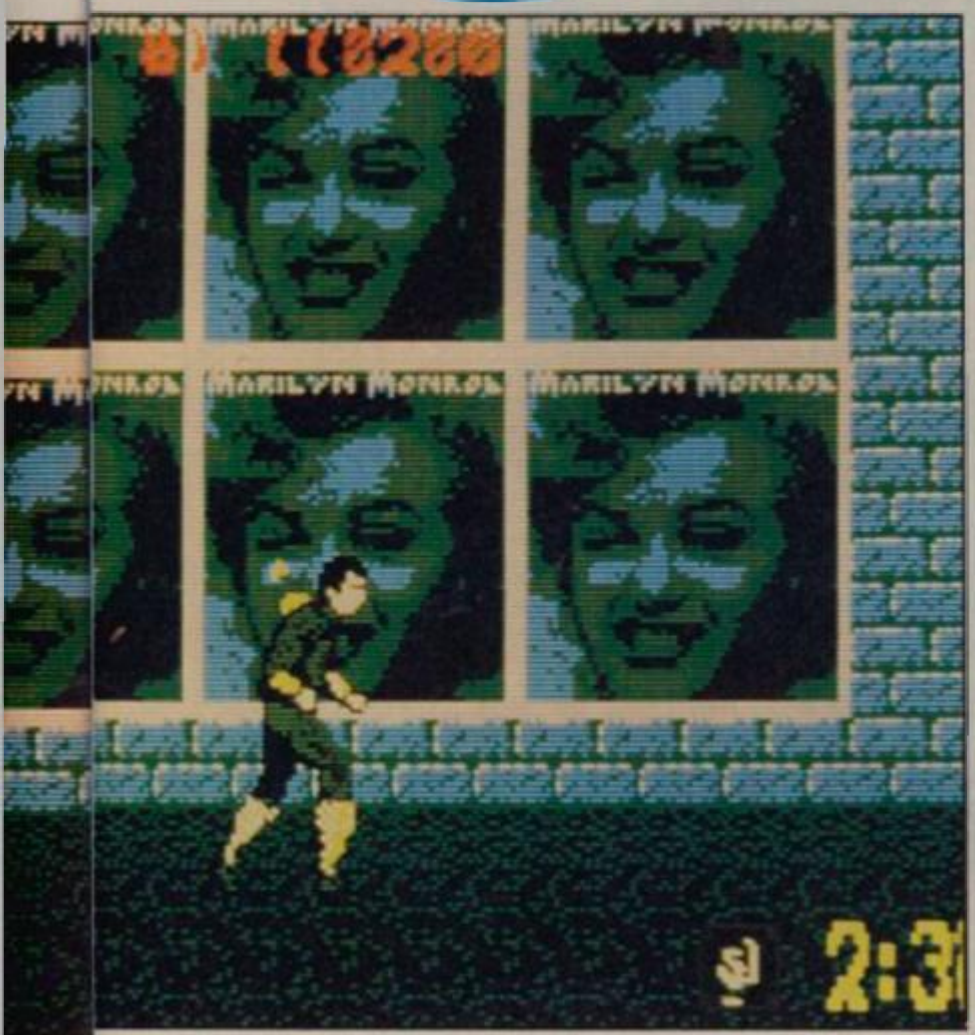
The chief baddie might be a wicked and scheming hood, but he's also yeller-livered, and has in his employment a whole army of henchmen ready to do battle with any potential good-guy. So pop on your best ninja espadrilles and prepare to partake in some serious chopsocky.

Within seconds of Shinobi starting his mission of mercy, the baddies attack with guns, swords and even kung-fu kicks and punches. A well-aimed lob of a spinning shuriken is enough to take out most enemy types, but some are tougher and require more than a couple of accurate hits before they expire.

As Shinobi walks further into enemy territory, he encounters an upper walkway which he can jump onto to avoid marauding villains — although sometimes they attack on the higher level too! Nippers in bondage (oo-er) are found scattered around the landscape, and these are rescued by simply walking over them. When, and only when Shinobi has rescued them all can he walk to the end of the level and duff over the guardian who stands over the exit. There's one of these at the end of every level, and each must be destroyed before Shinobi can continue.

NOBI

C+VG HIT!



As well as kiddies there are other useful items lying around which can be picked up by Shinobi and used to his advantage. These include swords, extra ninja magic bombs, extra lives and super shuriken stars (brilliant for chucking at the tougher baddies).

Entrances to the bonus screen are also located at points around the landscape — touch these and Shinobi gets the chance to earn himself some bonus lives.

The screen is presented in first-person 3D, and the idea is to kill advancing ninja baddies by sticking them with shurikens before they come close enough to do damage to Shinobi. The enemy come thick and fast, but Shinobi is capable of dishing stars out at an awesome rate — kill all the evil ninjas and an extra life is awarded.

At the end of the last level is the evil one himself — and Shinobi fights him to the death. Defeat him and Shinobi can go home to a hero's welcome, youngsters in tow. Fail, and you and the children are history.

The best version of Shinobi is the C64. Excellent graphics, fast action, good tunes and faithful arcade gameplay make for an exciting and thrilling action game that's easily the best of its type.

The ST is a bit of a disappointment. The gameplay and tunes are true to the arcade game, but the graphics are terrible and the scrolling is juddery. Still, it's the playability that counts, and while Shinobi fans are fully justified to moan about the graphics, they won't complain about the action.

Amstrad and Spectrum versions are great fun, the former is colourful and slightly jerky, and the latter is smoother but less colourful, but both have plenty to satisfy fans of the arcade machine.

JULIAN RIGNALL

UPDATE

The Amiga version will be available soon. Let's hope the graphics are better and smoother than the ST.

AMSTRAD £9.99

Colourful, jerky, but playable rendition of the arcade machine.

OVERALL 75%

SPECTRUM £9.99

Colourful, fast and smooth. Every bit as playable as the C64 version. Highly recommended.

OVERALL 85%

ST £9.99

Grotty graphics and jerky scrolling, but more than made up for by addictive gameplay. The best Ninja game on the ST.

OVERALL 79%

C64 £9.99

GRAPHICS	85%
SOUND	84%
VALUE	85%
PLAYABILITY	88%

An excellent version of Shinobi, faithful to the arcade game in every way. Highly recommended to Ninja fans.

OVERALL 87%

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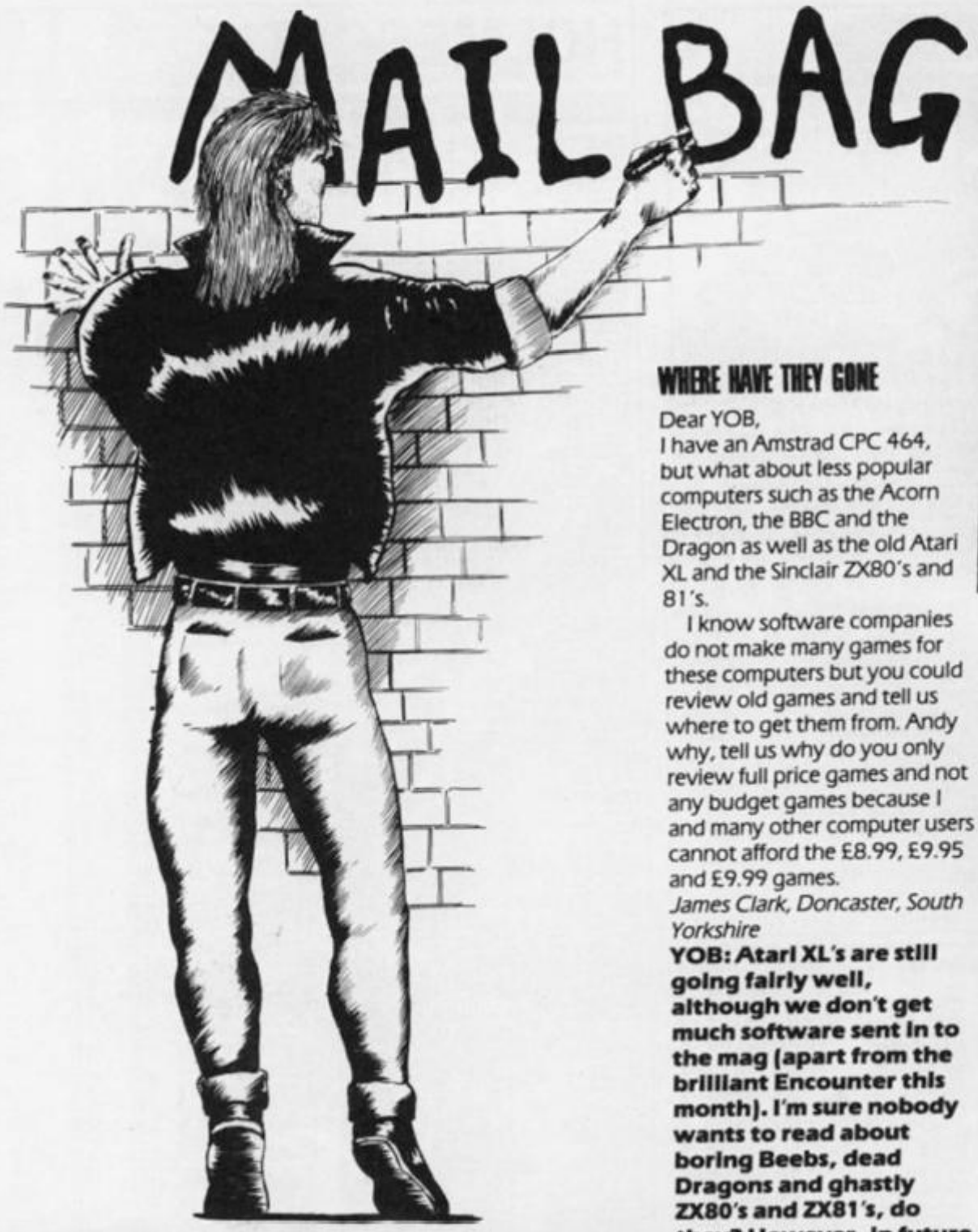

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WHERE HAVE THEY GONE

Dear YOB,
I have an Amstrad CPC 464, but what about less popular computers such as the Acorn Electron, the BBC and the Dragon as well as the old Atari XL and the Sinclair ZX80's and 81's.

I know software companies do not make many games for these computers but you could review old games and tell us where to get them from. Andy why, tell us why do you only review full price games and not any budget games because I and many other computer users cannot afford the £8.99, £9.95 and £9.99 games.
James Clark, Doncaster, South Yorkshire
YOB: Atari XL's are still going fairly well, although we don't get much software sent in to the mag (apart from the brilliant Encounter this month). I'm sure nobody wants to read about boring Beebs, dead Dragons and ghastly ZX80's and ZX81's, do they? However, in future issues, we might run a series of "Whatever happened to . . ." features — it could be fun! We do review budget games.

BEYOND REACH

Dear YOB,
Could you please tell me where the headquarters of Beyond Software are, and do you know when The Eye of the Moon by Beyond is coming out?
K Denny, Saltcoats, Strathclyde
YOB: Beyond were bought by Firebird, who in turn have just been bought by Microprose. I wouldn't hold your breath in anticipation of Eye of the Moon if I were you. You'd more than likely turn puce and explode.

A BIT PRICEY

Dear YOB,
Could you please hold back July's issue (with the amusement arcade on the front cover) out on the 15th of June to the 16th of June (2015) as it will take me at least this long to save up £50,001.25.
Stephen Fifield, London
PS Let it be known that I was the 4,677th person to complete Last Ninja II on my mate's C64.
YOB: We-e-ell . . . alright. But you better start saving your pennies right away. Oh, and congratulations on that wonderful Ninja II achievement. You're a real star.

YOU'RE SO SMEGGY

Dear YOB,
You really are a smeggy git aren't you. You take the p*** out of everybody that writes in. You'll probably cuss me down but I don't care, you really take the biscuit!! Just start being nice and writing informative replies or I will deem Mailbag extremely unsexy!
Mark Newman, Beckenham, Kent
YOB: When I get interesting letters, I'm nice. When I get crappy scribblings from idiots like you I'm not. So shove off, smelly.

SKWEEK SPEAKS

Dear YOB,
I had to write to you and ask if that's picture of you writing on the wall on the mailbag page. If so, I love your haircut — it's a bit like mine. Spikey people have more fun, know what I mean?
SKWEEK, Paris, France
YOB: That "picture" makes mockery of my handsome features. But I do have spikey hair and think that spikey people do have more fun, although I'd draw the line at sticking a joystick up my bum. Obviously you enjoy it, judging by the expression on your face!

BRAINSTICK COMP

Dear YOB,
Who designed the Brainstick — it has real visual impact. Even if it doesn't work, it would sell and if your gullible readers are stupid enough to write in about a Kempston Spectrum joystick interface tied to two suckers from the bottom of a Quick-Shot II with a piece of wire, they'd buy this — just to impress their friends (the ones who are cleverer didn't write in to avoid embarrassment).
Simon Lewis, Herne Bay, Kent
YOB: The Brainstick was a product of the fertile minds of Messrs Rignall and Glancey, and was made from various chips and circuit boards ripped out of a load of redundant printer interfaces that were lying around the office. As a gesture of my supreme generosity, I'm offering the Brainstick as a prize in a one-off YOB mega-competition. All you have to do to win this fabulous prize is write in with your favourite jokes. The best jokes will get printed, and the funniest of all wins the sender that marvel of modern technology, the Brainstick, and a C+VG T-shirt. Send your entries to the above address, and mark your envelope "I've got a joke for Tom O'Connor".

SOME MSX WHINGES

Dear YOB,
I have just one complaint about your magazine and that is you don't include people's computers like mine. I have an MSX and I reckon you should have something for us in your magazine because there is nothing for us in magazines. I might have to sell my computer because there aren't many games.

I know if you included more stuff for machines like my computer you would get more readers. But to finish off I must say your idea of posters was excellent I love the 3D poster you put in this months issue — it was fab.
Paul David, Stanford Le Hope, Essex
YOB: There's not much happening on the MSX scene at the moment, but if something exciting happens, we'll cover it.

BRING BACK THE ORIC

Dear YOB,
I am writing to complain about the lack of Oric coverage in your "new look" magazine. On behalf of the two or so Oric users, I'd just like to say that it's an unjustified outrageous travesty of human justice. In your June issue my friend and I counted NO Oric games coverage whatsoever in your magazine — it's just become a waste of money. It is a great shame considering the power of this machine, especially with BASIC commands such as "zap", "ping", "shoot" and "explode" which make the Amiga sound like a cow on heat.

I would like to ask Julian Rignall to increase his tips section to cope with the growing number of Oric users (my friend's dog bought one yesterday) and would also like him to print some tips on Quazimodo, which the dog is currently mapping out.

I have just bought an Amstrad Satellite dish, and seek details on how I may receive SKY television through my trusty Oric. My friend's dog told me that I might need some sort of interface or a CD-ROM

unit. Is this information correct and if so could you publish the relevant details?

I notice a lot of coverage in your magazine about the PC Engine and wonder if the cartridges are Oric compatible (I don't mind buying a special adaptor)? Will these cartridges be on sale at the next Oric Show at Earls Court (broom cupboard?)

I think that FAST (Federation Against Software Theft) should investigate the growing number of Oric Cracking Groups as tens of millions of pounds are lost each year because of these fiends. I myself am in a cracking group (TOC — The Oric Club),

meetings are held once a week in my shed. I have just finished writing Turbo OutRun for Sega (they use Oric Boards inside their Hydraulic cabinets) and hope you like it.

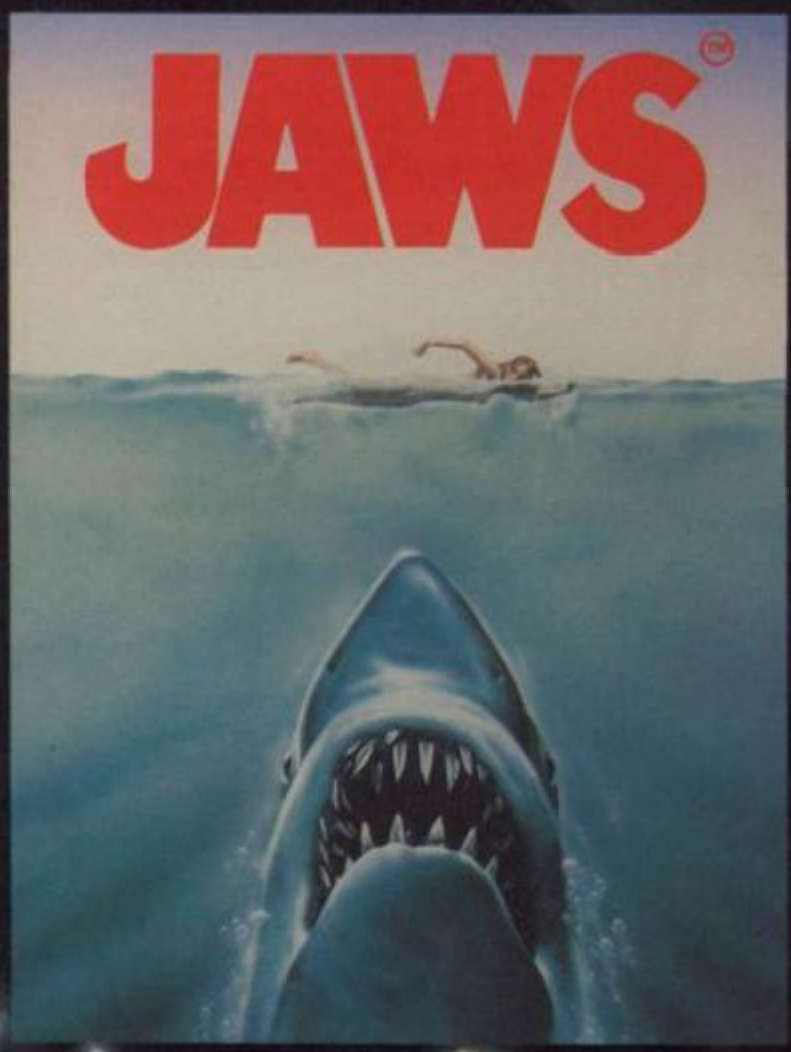
Our group's latest demo features FLD, DYSP and LSD techniques. All the hackers are talking about it, as it's written in BASIC and when Compunet allows Oric Users to enter the 'Net, I will be uploading it, so look out Oric Users!
Darth Vader and Yoda of TOC, IRA Secret Headquarters, Chalk Farm Underground Station, London
YOB: What a brilliant letter! Laugh? I did — long and loud. Have a C+VG T-shirt for your highly original and entertaining prose. I haven't got any Oric software to send you, I'm afraid, but if you've got access to another machine, write in and tell me what it is and I'll be only too pleased to send you some new games.

MORE ON PC ENGINE

Dear YOB,
I am writing about something you may feel is a little boring to mention at the moment, as you are probably run down with letters about the . . . you guessed it, the PC Engine. I do feel though that if this wonderous machine as is good as everyone is saying, how is it that it only manages to get three or four pages a month at the back of C+VG. Surely more information than this you must have in your little mitts after four weeks.

Something else I would like to mention is do you think there will be a PC Engine top 10 selling games in your mag, when it gets off the ground a little bit more. Please answer these questions, I would be grateful.
R Barrow, Sunderland, Tyne and Wear
YOB: At the moment in the UK, the PC Engine user base is very small, and supplies of games limited. We cover everything that's happening on the PC Engine — and sometimes there are quiet periods, like now. When NEC finally launch the Engine here, and the user base increases and games become easily available, we'll expand Mean Machines. So as long as you keep reading C+VG, you'll know exactly what's happening on the console scene.

BIG GAMES ›››



A monstrous great white shark is terrorising the beaches of Amity Island. A grim discovery confirms the worst – he's out there and he's hungry. In a bid to save the Island's failing tourist trade, Mayor Vaughn engages a professional shark killer from the mainland. Unfortunately, en route, a fierce storm wrecks his boat, and the means of JAWS' destruction is scattered throughout the caves and chasms of a menacing sea world.

In desperation, Mayor Vaughn turns to you, Police Chief Brody. With your two colleagues, Hooper, the shark expert, and Quint, the manic shark hunter, you set off to retrieve the lethal weapons from the sea bed and kill the unwelcome intruder. Unfortunately, JAWS has other ideas.

Whilst JAWS roams the clear water bringing a swift and horrible end to unwary swimmers, you must undertake hazardous deep sea dives into a world teeming with hostile life and full of unforeseen dangers. To make matters worse, Mayor Vaughn is getting impatient. As the death toll rises, the beaches, essential for the island's tourist trade, get closed. Pretty soon, you may find yourself out of a job. Can you rid Amity Island of its malevolent visitor before it's too late?

JAWS, one of the greatest box office attractions in the history of motion pictures, surfaces for the first time on a computer screen near you. Mans' deepest fear is back.

NEW FROM SCREEN 7

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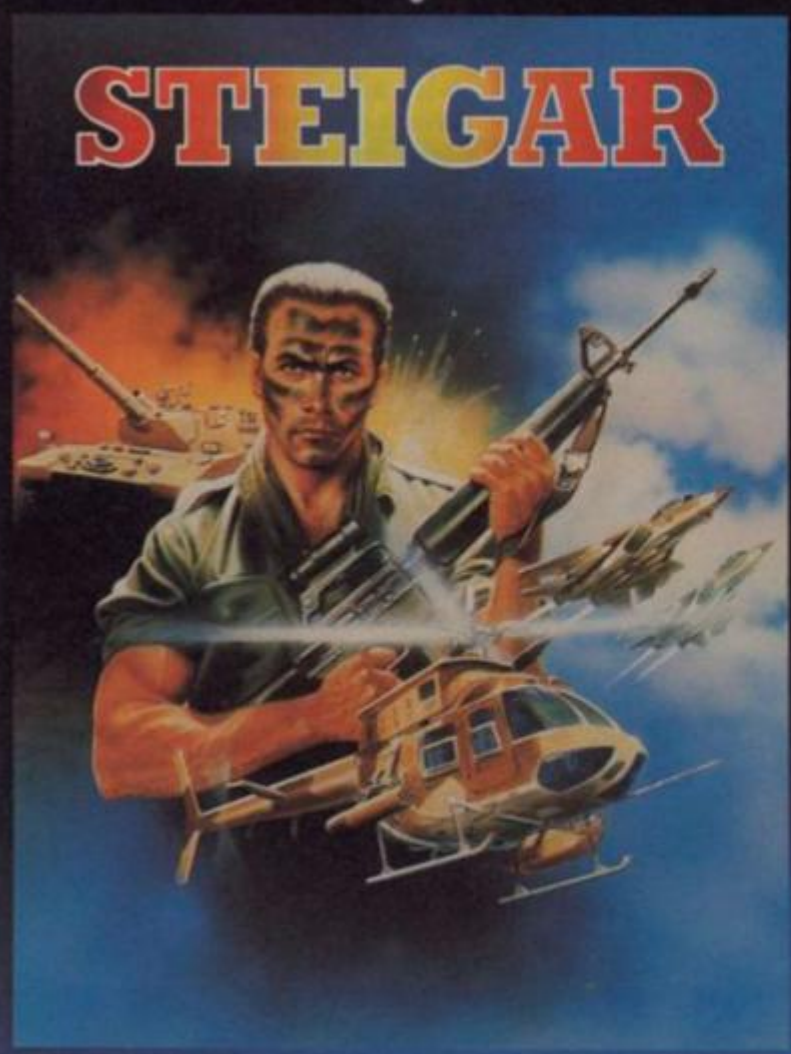


Marauder. Soldier of Fortune. Hit man.
His business was death – other people's of course – and his currency was gold . . . If there was a problem – any problem – someone else's problem, STEIGAR would make it his problem – at a price. . . . No island fortress was secure. No Embassy was safe. If the gold was right – the job got done. . . . Where he came from, no-one dared ask, but STEIGAR was bound for Hell . . .

Then came capture. The interrogation . . . *"Too useful to eradicate"* the CIA said. Drafted into the US Navy, STEIGAR is trained to be a hit-and-run helicopter pilot. Only the Senior Command know that STEIGAR is no ordinary recruit.

It may be a terrorist training camp that needs wiping out. It may be a military dictator de-stabilising the area who needs attention. When the odds seem impossible, STEIGAR is let loose, dealing death and destruction to the chosen enemy.

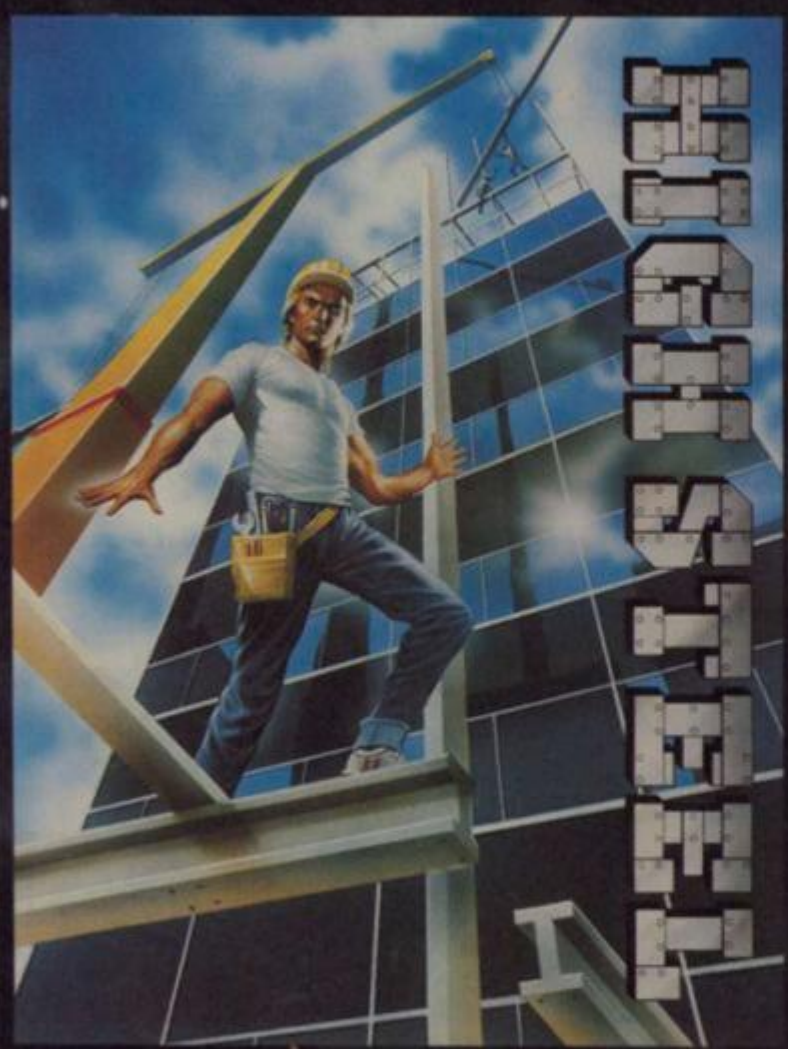
STEIGAR used to work for gold, now he works for orders – the job's the same.

STEIGAR is the kind of arcade quality, multi-level, multi-weapon death or glory blast'em up that wrecks joysticks. Dangerous big screen action for the mercenary in you!

NEW FROM SCREEN 7

SCREEN 7 products are distributed by – A1 Distribution Ltd., Units 3-7 Baileygate Industrial

for the small screen



This is no time to feel dizzy. As you balance precariously on a narrow steel girder, hundreds of feet above the hard concrete below, a head for heights is a must. There's a skyscraper to be built, and the Spitters, Crawlers and metal-munching Gremlins are in hot pursuit. You step over the slippery remains of your workmates' lunch, hurl your spanner at a menacing shadow, and curse the day you became a high steel worker.

The sixth floor is complete. The huge crane delivers the next girder, just as a brick smashes into your hard hat. Things might not be so bad if you could just find your sandwiches.

Can you overcome all obstacles and dangers confronting you to tower above the city streets below, or will you end up splatting the pavement like raspberry jam?

Almost unheard of! A completely original arcade game that will keep you hooked to your computer for hour upon hour of frantic high altitude addictive fun.

Terrific graphics, sampled sound and a great sense of humour make HIGH STEEL one of the best new games in ages.

NEW FROM SCREEN 7

SCREEN 7

Format	JAWS Cass	JAWS Disc	STEIGAR Cass	STEIGAR Disc	HIGH STEEL Cass	HIGH STEEL Disc
Atari ST	—	£19·99	—	£19·99	—	£19·99
Commodore Amiga	—	£19·99	—	£19·99	—	£19·99
PC (CGA/EGA)	—	£24·99	—	£24·99	—	—
Spectrum 48/128	£9·99	—	£9·99	—	£9·99	—
Spectrum +3	—	£14·99	—	£14·99	—	£14·99
Amstrad CPC	£9·99	£14·99	£9·99	£14·99	£9·99	£14·99
Commodore 64/128	£9·99	£14·99	£9·99	£14·99	£9·99	£14·99
Release dates	**JUNE** *Except PC(CGA/EGA) to be announced*		**JULY** *Except Spec/Ams to be announced*		**JULY** *Except CBM 64/128 to be announced*	

AN INTRODUCTION TO THE WORLD OF SCREEN 7

Q: Who is the most important person at Screen 7?
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Seven essential ingredients we build into every SCREEN 7 production.
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Save yourself loads of spondoolicks with these mega-discounts from those lovely people at Activision in SON OF THE 16 BIT DISCOUNTS.

Once again we've got some serious savings — none of this measly £1 off shinola. We're talking seven of your English pounds off Activision's Christmas biggies of last year. Seven quid off the ST version of the mighty SDI. Seven pounds of dough off the brilliant ST race game, Super Hang-On. Another seven quid off Afterburner and Incredible Shrinking Sphere. And for all you discerning Amiga punters, there's seven pounds off Who Framed Roger Rabbit. Brilliant, eh?

16 BIT SM

SDI

The Bush Administration's favourite game. Recreate Star Wars and World War III in the comfort of your own living room without fear of going green through radiation poisoning and growing two heads. Loads of action, loads of excitement and money off beyond your wildest imagination.

ORDER FORM

Please send me a copy of SDI on the ST. Here's £12.99 from my defence budget.

NAME .....

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SAVE £7

ISS

It's small. It's big. It's even medium sized. What is it? Hah! It's the Incredible Shrinking Sphere, puzzle game extraordinaire. Roll trough small gaps in the landscape, then increase your size and truck along like... like... er, something very big and round — Garry Williams' stomach for example! And you can save yourself seven quid on the ST version by buying it here.

ORDER FORM

Roll out the sphere, my £12.99 is here (ad lib to fade).

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SAVE £7

AFTERBURNER

Calling all top guns. Take to the skies in Activision's ST conversion of the Sega mega-arcade game and bomb the enemy into oblivion. Normally an F-15 plane would cost you about £14,999,999.99 but you can have this one for £12.99, and you don't need to worry about crashing it, or spending a fortune on maintenance costs.

ORDER FORM

Let me take to the skies for only a penny short of £13.00.

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PRICES! ASHED!

IT'S SOOOO EASY

Just cut out your coupon, and send it with a cheque made payable to **ACTIVISION UK LTD** and mail it to **CUSTOMER RELATIONS, BLAKE HOUSE, MANOR FARM ROAD, READING, BERKSHIRE, RG2 OJN.**

And they'll pop the game in a jiffy bag and give it to the postman, who'll rush it to your house as fast as his little legs will carry him.

ROGER RABBIT

Grow long ears. Jump into your red dungarees, thpeak with a thrwange lithp and get fridges dropped on your head in this computer recreation of the massive hit movie. If you want to become a toon, here's your chance to do it nice 'n' cheap.

ORDER FORM

P-p-p-p-please send me a Roger Rabbit game for the Amiga. I've got £12.99 for it, so you've got no excuse to dally about — get yer bloomin skates on mates.

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SUPER HANG-ON

Fancy something big and throbbing between your legs for a change? Then why not treat yourself to the ultimate motorcycle game, Super Hang-on. It's fast. It's furious, and it'll leave you breathless and exhilarated. And all for £12.99 — a mere bagatelle in the daredevil world of motorcycling.

ORDER FORM

Vrooom, vrooom. Here's £12.99. Let me burn off with that copy of ST Super Hang-On please. And don't spare the horses.

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IT'S ANOTHER C&VG SUPASAVER

RED HEAT

LOOK OUT FOR THE VIDEO RELEASE ON 21st JULY '89

The heat is on ... and the chase is in full cry as East and West join forces to hunt down a Soviet drugs-dealer. The two detectives; one Russian, one American have very different methods of capturing their prey, but together they face the worst of Chicago's underworld — street fights, the 'Cleanheads' gang, gun fire and a breath taking bus chase. The hottest film tie-in to date – it's all action with stunning graphics — feel the heat – RED HEAT.

SPECTRUM	£8.99
COMMODORE	£9.99
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AMIGA	£24.99

MOSCOW'S TOUGHEST DETECTIVE. CHICAGO'S CRAZIEST COP.
THERE'S ONLY ONE THING WORSE THAN MAKING THEM MAD...MAKING THEM PARTNERS.

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PLAYMASTERS

I won't go on about how absolutely massive Playmasters is this month — all you've got to do is flick through the next TEN pages to find that out. But what I will say is you ain't seen nothin' yet — I've got some pretty special things planned over the next few months. What are they? Well, you'll just have to wait and see, I'm afraid . . .

If you've got any hints, tips, POKEs, maps, or anything you think could be useful for other computer games players to know, send it in to me: PLAYMASTERS, C+VG, PRIORY COURT, 39-32 FARRINGDON LANE, LONDON, EC1R 3AU. If your tips are particularly good, you could well win a giant-sized parcel of the latest hot software for your machine! This month, Jeffery Hayes of London earns himself a megabag of software goodies for sending in the Kristal tips (where's Alistair?), and so does Steven Taylor of Chesterfield, for sending in tons of 8-bit tips. Next month it could be you . . .

SPECTRUM

GRYZOR

Here's a bally useful tip from Steven Taylor, for the 48k version of Ocean's coin-op game. First of all, go all the way through level one. Die on level two and press the fire button twice quickly and you get infinite lives.

MULTIFACE POKES

Yep, it's time to stuff that Multigob into the back of your Spectrum and get POKEing. As ever, load the game, press the red button to freeze the action, type in the POKE and restart the game. Thanks to Steven Taylor of Chesterfield for sending all these . . .

METROCROSS: POKE 44490,12 (for infinite time)
ROAD WARS: POKE 43059,0, POKE 43078, 250 (for 250 balls (fnar, fnar))
ARKANOID 128K: POKE 37586,0 (infinite bats)
BEDLAM: POKE 30037,0, POKE 39710,0 (zillions of lives)
RASTAN 128K: POKE 39710,0 (infinite Rastans)
SIDE ARMS: POKE 29411,127 (loadsalives)
GRYZOR: POKE 35477,255 (unlimited Gryzors)
FIREFLY: POKE 44997,255 (infinite flies)
BLACK LAMP: POKE 33606,127, POKE 34487,127 (infinite lives)
HYSTERIA: POKE 44527,201 (go completely hysterical)
PSYCHO SOLDIER: POKE 40123,0 (infinite Psychos)
BOSCONIAN: POKE 33848,0, POKE 33848,0 (unlimited Bosconians)

LED STORM

S Harddiger of Halifax has a useful tip for players of this Spectrum conversion. When the count down has finished, collect a few points, then press BREAK twice. The border goes green, and the game aborts. Press fire and the game starts again and you get a 300,000 points bonus for your pains.

TASK FORCE

Here's another S Harddiger tip. First of all define the keys as C, H, E, A and T, and then redefine them again normally and you'll find that when you start the game you have unlimited lives.

SKATEBALL

If you want unlimited lives, all you have to do is to type TINY on the title screen. And there you have them . . .

XENON

Okay, Xenon players. Try this S Harddiger tip if you want an infinite supply of spaceships. Start the game as usual, pause by pressing the BREAK key and hold down the keys TINY and then press fire. An unlimited supply of ships is yours for the usin' and abusin'.

C64

SAMURAI WARRIOR

Steven Taylor again, this time with a neat cheat for Firebird's ninja Rabbit game. If you want infinite energy, simply type HHDSFHHH on the score table. The border flashes and a figure eight appears. If you get bored and want to play the game properly again, just type HHDSFHHH.

THUNDER-BLADE

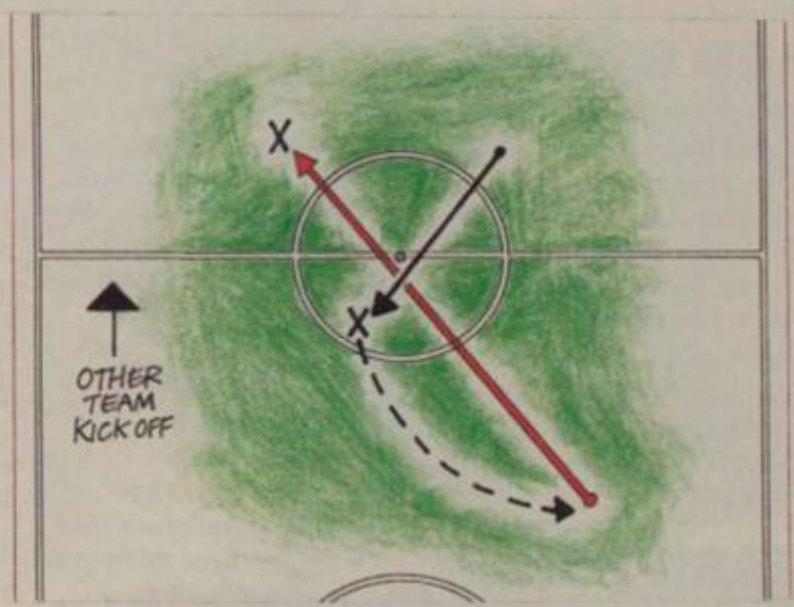
Some of you have been asking how you reset your 64. Well, the best thing to do is buy a reset switch — they're about £5, and are available mail order from various outlets (you'll have to search the small ads I'm afraid) and at some specialist computer shops. Alternatively, you could buy something like an Expert Cartridge or a Fastload, most of which have reset switches. Again, check out the ads. If you've got a C128, just load the relevant game and press the reset button on the side of the machine while keeping the Commodore key depressed. So now you know. Anyway, on with this particular reset POKE, which was sent in by Steven Taylor of Chesterfield. Load the game, reset the computer and type POKE 4159,250 (RETURN). Now type SYS 4096 (RETURN) to restart the game with 250 choppers (chortle, chortle).

RAMBO III

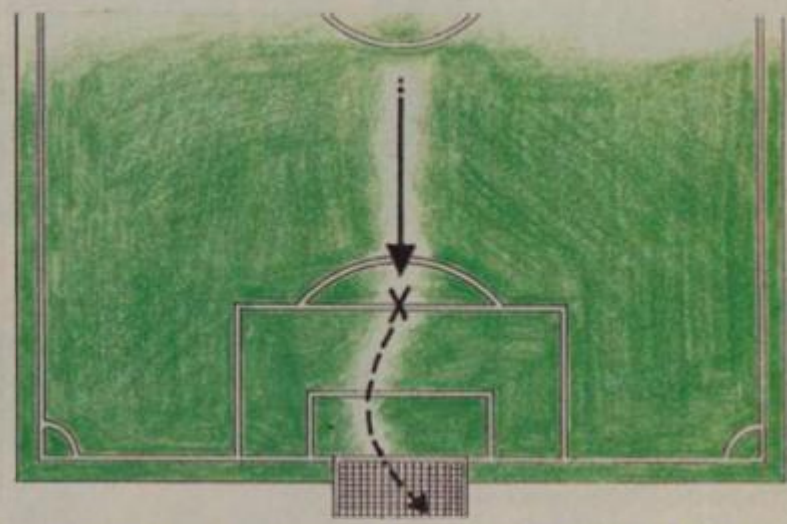
A simple cheat for not-so-tough Rambo people. Type RENEGADE on the highscore table, then press 1,2 or 3 on the title screen to go to any of the three levels.

MICROPROSE SOCCER

Now that Microprose Soccer is out on all formats, we thought it's high time we printed the definitive tips for this pig's bladder-kicking game.



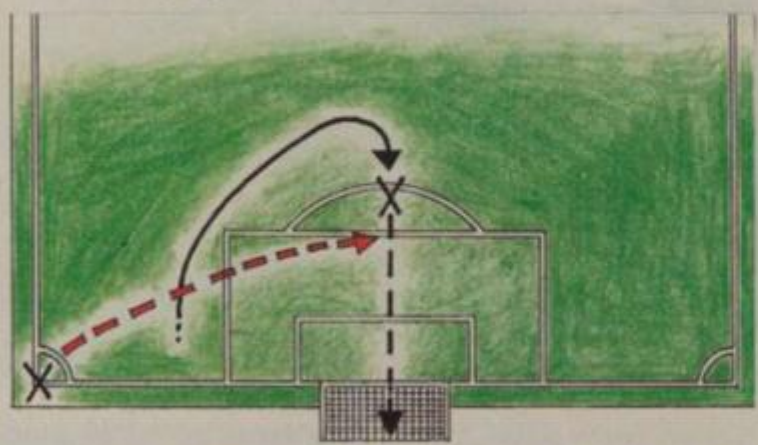
X runs and intercepts the ball, passes it to X, who collects it.



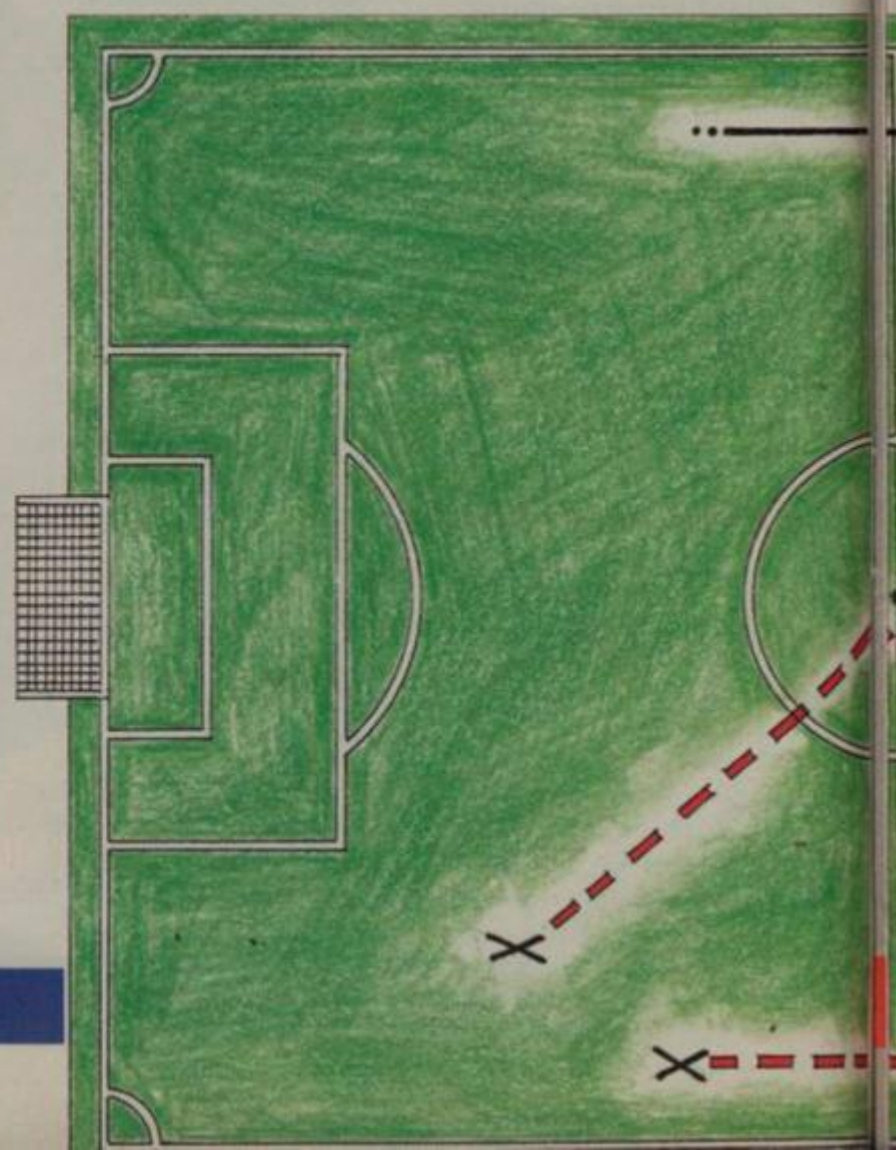
Player runs with ball centrally and banana-kicks it into the net.

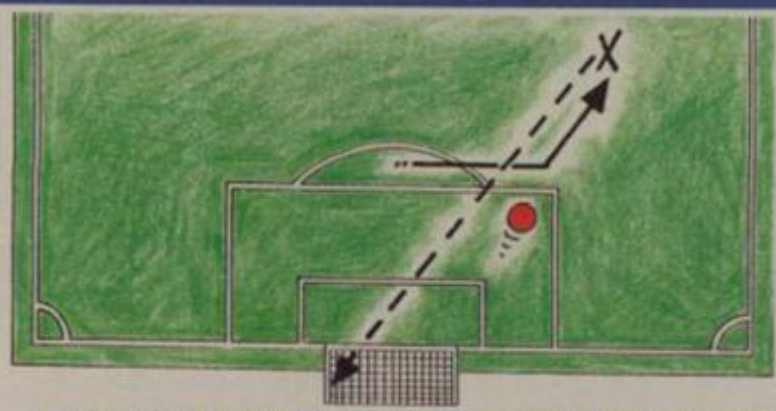
Goalie comes out, the player runs diagonally and bends the ball around the oncoming keeper.

This is a tricky move — the player banana-kicks the ball at the goal, and another player rushes in and volleys it between the uprights.

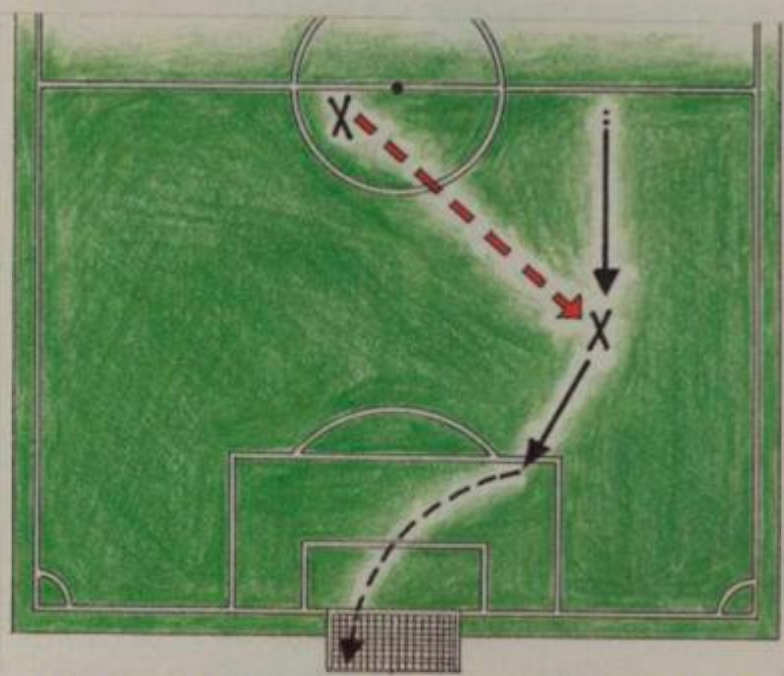


Player runs out of the crowded area, turns and bends the ball between the posts.

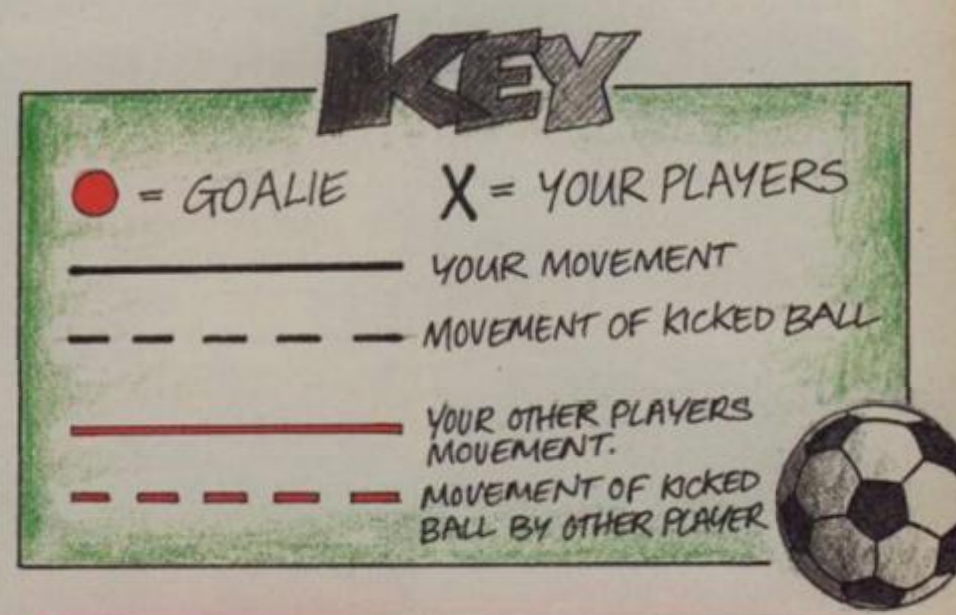




A corner gets taken, the ball is kicked out, the player runs after it, turns and volleys it into the net.



Ball is passed, X collects, runs diagonally into the box and banana-kicks towards the goal.



STARTING UP

When starting, it's best to select the Microprose International Challenge so you can familiarise yourself with the controls and opposing teams. As you get better, the most interesting selection is the World Cup, with its wider variety of teams. If you're a beginner, select two or four minutes on the control bank — as you get better, go for five or even ten minutes!

POSSESSION

- Once you've selected the ball, it's wise not to keep hold of it too long or you'll be tackled. Use passing play by kicking it diagonally across the pitch from one player to another.
- A good tactic is to chip the ball over an opponent, or group of opponents, and run through them and pick up the ball again.
- If you're playing a low seed team (eg USA), you can easily dribble the ball up the pitch, and if you're tackled, it's easy to retrieve the ball.
- When you're playing high seeds like Italy, you should keep the ball moving by continual passing.

GOAL KEEPING

- When you dive for a ball, keep pressing the fire button so you instantly dive again when the goalie gets up.
- When an opponent is approaching, run towards him and narrow the angle — if the player kicks it at the keeper, he automatically catches it.

GENERAL

- Whenever you banana-kick the ball, bend it away from the goalie by using the diagonals.
- Volleys are great replies to goal kicks and crappy clearances.
- If you have the ball in your area, stand by the dead ball line and the opposing player tackles you and sends the ball out of play and you're awarded a goal kick.
- When you take a goal kick, make sure all the players have run up the field before you welly the ball.
- Long passes directly up the pitch cut down the chances of you being tackled.

ST POPULOUS

Calling all Gods and Goddesses. Pay a little divine attention to the tips from God Mark Kerr, whose heavenly retreat is in Newcastle. Not only do these tips work on the ST, they're also totally relevant for the Amiga. So there.

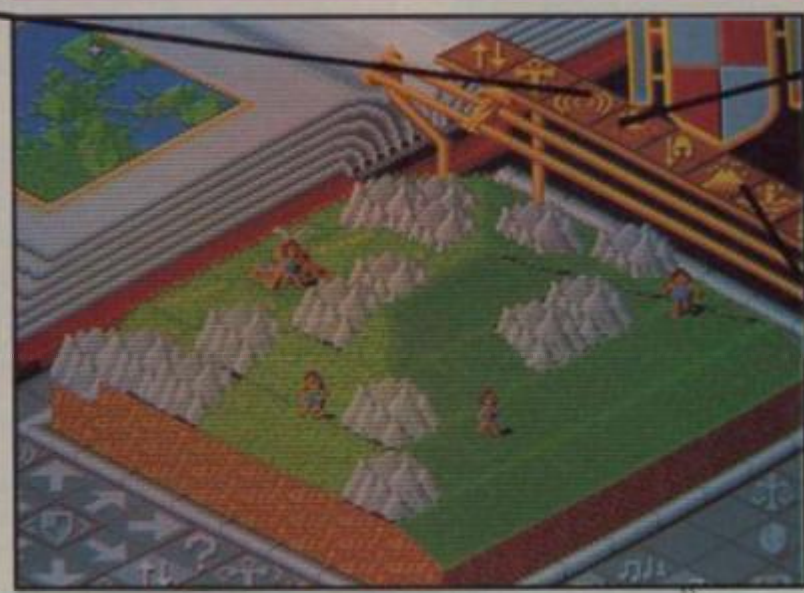
RAISING AND LOWERING LAND: At the start of each world, you only have enough manna to raise and lower land. Use it sparingly at this stage. Your followers can only build on flat land, so work outwards slowly. Be especially careful on ice worlds, and only flatten land near to your original dwellings or followers, as the cold kills them very quickly. Reposition your Ankh or Skull — this can be used to rescue your idol from the enemy, or to throw your followers into an all-out invasion of enemy land (not usually a wise move).

ARMAGEDDON: As it implies, this commands all followers to head for the middle of the map and scrap it out to the bitter end. If you can plant swamps in front of your enemy's followers, you may win even if outnumbered.

SWAMPS: Probably the most useful of all your Godly options. The swamps are mainly an offensive option. They can either be shallow (where they fill back up as normal land when someone drowns) or bottomless (where they continue to be swamps even after someone has drowned). By using swamps tactically, you can considerably slow down your enemy's progress. They are also very effective against enemy knights — although knights automatically avoid swamps, you can place a swamp directly in front of him and vanquish him. Another extremely effective use is to surround your enemy's idol with swamps thus preventing him getting a leader — if he has no leader, he cannot make a knight!

GENERALLY:

- Try to use as little manna as possible at the start of the game.
- Keep an eye on your enemy's movement.
- Keep to small settlements until you have lots of followers and gradually build up the size of settlements, (the bigger the settlement, the more mannit produces).
- If attacked by an enemy knight, try not to attack him using your followers, as it's usually a futile gesture. Use swamps or the influence icons to guide your followers away from him. He will eventually tire and be defeated.
- Try and avoid using too many earthquakes — you eventually end up doing more harm to yourself than good.
- The way to gain points is to build as many settlements, create many knights and increase your population to its limits.
- If you use Armageddon, your points total will be much lower, as all settlements are automatically destroyed.

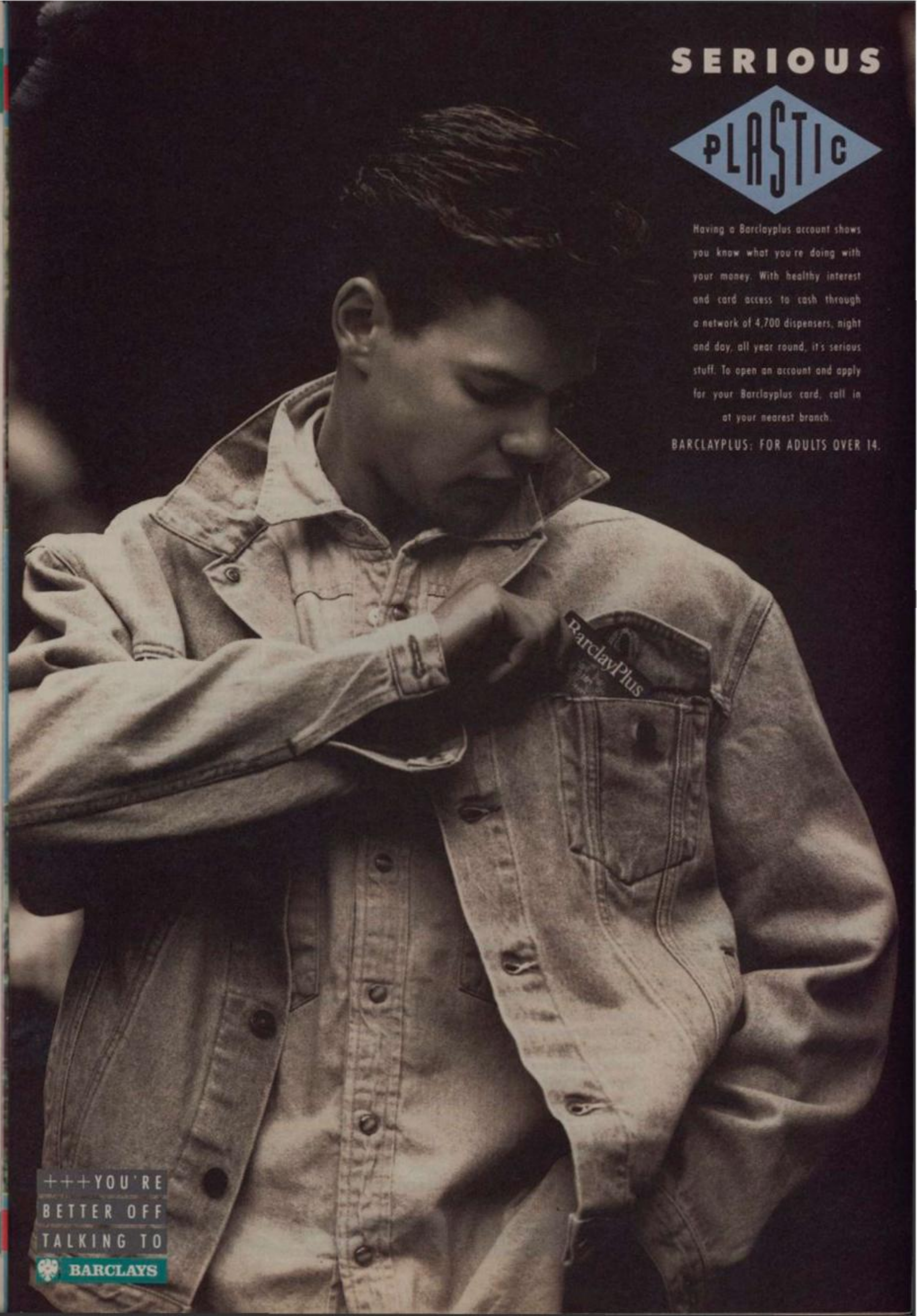


EARTHQUAKES: These have the effect of flattening land in the close-up area. It can be used either an offensive or defensive action. If you are hit by an earthquake, it can destroy all settlements in the area, but they can be quickly rebuilt. If you hit your enemy with an earthquake, you do the same for him. It can be useful if he has a concentration of dwellings, as you can reduce the rate at which his manna is building.

KNIGHTS: These are the most destructive of your followers. They simply invade territory, fight enemy followers and burn down their dwellings. They are very difficult to destroy. One way has already been outlined above (see swamps) but if water is fatal, you can simply lower the land to sea level below their feet and destroy them. Knights can win or lose the game for you, so be aware of enemy knights creeping into your territories, or the fight could be over before you realise it!!

FLOOD: Reduces the level of land by one, so if your enemy has built on low-level land, you can virtually wipe him out in one blow (or vice versa — beware of building a Netherlands-type landscape). It's especially effective if water is fatal, but can also have a dramatic effect if water is simply harmful. If your enemy can use floods, concentrate on building on high ground — sometimes an enemy command flood will work to your advantage!

VOLCANOES: Again, these can be used either defensively or offensively. They raise the land of the close-up area, destroying any dwellings situated there.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AMIGA

RUNNING MAN

If you bought this rather disappointing licence and are having hassle defeating all the baddies, try out these tips from Mark Stenning of Brighton — 'cos he has all the answers you're looking for. These tips were sent in for the Amiga version, but I don't see any reason why they won't work on other versions. Give 'em a whizz . . .

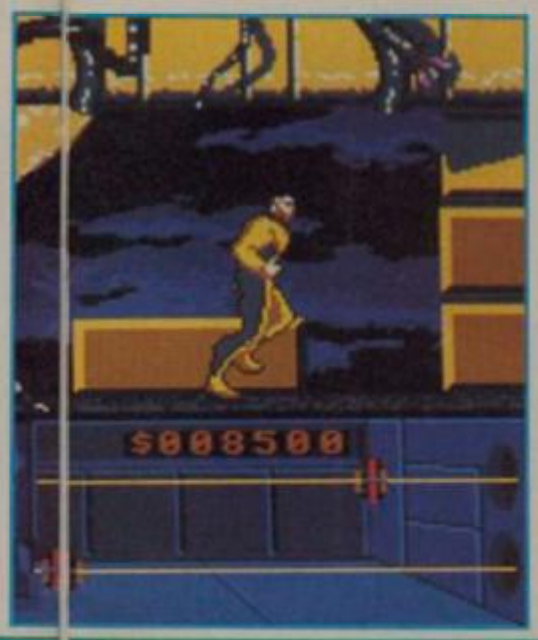
LEVEL ONE: Whenever you want to leap onto a platform, just run and jump. If you're having any problems with the dogs, just kick or punch them (**I think the RSPCA ought to hear about this — JR**). The best way to dispose of a canine is to stand still with fire button held down, and then pull left or right, depending on the direction of the dog when it comes within kicking or punching range. Knocking out a pooch rewards you with a little extra energy — useful. To jump the crevasse you must run and jump. To achieve this simply run towards the steps, jump up and run backwards and forwards, (until you are confident) and jump between the first two black slants. Keep pushing the joystick up diagonally, even when jumping, and you'll immediately jump a second time when you land on the middle platform, and clear the obstacle. Once you're safely across, keep running and jump the dogs — hanging around to kick them could mean that you get hit by an exploding puck thrown by the first baddie, Subzero. Try and avoid Subzero and the dogs until you reach the camera at the end of the level. Here you'll notice Subzero has to turn around as it is the end of the screen. Walk a little away from the camera and wait for Subzero to appear again. When he comes straight for you, expect him to fire a puck so jump straight up into the air and he runs behind you. When he turns around he won't have time to fire another puck so , kick or punch him as he comes towards you, and if you're quick you can also kick him as he goes past you as well. Keep doing this until he dies.

LEVEL TWO: Run along and jump onto the boxes, avoiding any dogs when running. The dogs cannot climb onto the boxes, so you are safe here. The brick is not much use, so it's wise not to pick it up.
Crawl through the rusty pipe and over the boxes. Run along and you encounter Buzzsaw. Be careful here, as there are loads of dogs marauding around. You CAN'T jump over Buzzsaw when he is aiming the saw at you but you CAN jump him at other times, although this is not wise. The best way to deal with him is to whop him with the lead pipe when he approaches you. As soon as you hit him (or miss him) get to crawling position and crawl past him, he cannot hurt you if you're crawling — but watch out for dogs, which can. When he's standing over you (whilst in crawling position) he will run in the opposite direction to you. At this point stand up and with a quick flick stand in his direction and as he runs towards you, hit him with the pipe and duck to the crawl position. Keep hitting and crawling until he is dead.

LEVEL THREE: Here you have to tackle Dynamo, who's the hardest opponent of all. First you'll find a dog either charging at you or hot on your heels. Run to the blocks and jump up and over. There's a medi pack just past here, so pick it up. Run past the first light bulb and then start walking. Dynamo appears near the second light bulb. As soon as he appears, he fires at you. You can duck to avoid these electrical bursts, but he can also fire at crawl and ducked height as well. The ONLY way to kill him is with the club — kicking him merely gives you an electric shock. To reach this club takes time — this is because every time dynamo sees you he fires an electrical bolt at you. To stop him doing this, and to reach the club, simply walk away from him when he first appears, just about 4-5 paces, turn round and run back at him. He should be in his car which you will be able to jump over. If he's still there don't worry — just walk a couple of extra paces away from him then run towards him again and he should be in the car. Jump over the car whilst running towards the club and the car will go past you. It doesn't take long for the car to turn around and come straight back at you. At this point you'll have to judge for yourself at what point you turn around and jump over the car again. Run towards the left of the screen 4-5 paces as before to stop him getting out of the car and firing at you. After a few paces, turn around and run again to the right of the screen, jumping over the car. You will have to keep doing this, backwards and forwards, jumping the car and any dogs which you find. When you reach the club, pick it up. Dynamo appears again and fires at you. Duck the electric bolt and then as it flies above your head, stand up and walk one pace towards Dynamo. He fires again, so duck and as the bolt is above your head stand up and walk towards him. You need to get fairly close to him — he fires in predictable bursts — and when you're within striking distance he walks past you and turns around and fires — use this opportunity to club him from behind. When you are at the right distance from him duck when he fires, stand up, hit him once then duck (not too soon as it will result in him firing at you in a crouch position). Timing is essential — when he fires again, stand up, hit him and prepare to duck. After a few blows he will vaporise in a flash of light.

LEVEL FIVE: This is fairly straightforward. Run to the right of the screen, avoiding dogs. After running through a building you face one of seven armed guards who race towards you and fire. To avoid the bullets, crawl — don't duck. They fire one bullet at a time so there's plenty of time in between each bullet to kick or punch them — three or four well-aimed hits is enough to kill them off. Avoid the dogs and keep going. When you find a medi pack, pick it up, and grab the gun as soon as you see it. To operate this use the punch movement. By using bullets and kicking the guards you will get to your destination — Killias. Jump onto the blocks and you will see him. He doesn't fight back so just kick, punch or fire at him and he spins around and walks backwards and finally he falls into the contraption and is launched down the tube. You will see him bounce across the floor and smash into the poster. And that's the end. Fab, eh?

LEVEL FOUR: Start running to the right and avoid the dogs. Don't use the brick — the shield is the object to go for. Keep going until Fireball appears. He instantly fires at you, so drop to the crawl position and keep going towards him. He can't hurt you when you're crawling — but you do have to watch out for dogs. As you approach him he starts his jet pack, so stand up and kick or punch him to inflict damage. Keep running towards the shield, and when you see the flame, don't duck — just crawl. When you have reached the shield, pick it up and face him. Any of the flames aimed at you extinguish when they hit the shield (to operate the shield press fire button and hold it left or right). As he gets closer to you he fires into the shield and it deflects back at him and depletes his energy.



SEGA

SECRET COMMAND

Ace Sega player, William Sutherland from Edinburgh, has revealed a juicy tiplet for players of this light gun game. From levels three and onwards you can continue the game (although you must select a two-player game). Just toggle the joypad left to right while pressing both fire buttons when your game ends.

RAMBO III

When you reach the end of level baddie on level D, keep firing in the middle of the screen and bung your grenade at the three mini helicopters to finish the screen without hassle.

SHINOBI

If you're a bit crap at this excellent Sega conversion, have a gander at this advice from William Sutherland and your performance should improve no end, especially if you these tips are used in conjunction with last month's map. When you reach Ken Oh, jump at the back wall when the flames appear, then crawl or walk underneath them, jump and fire at his eyes. Beating Black Turtle is a piece of pi . . . er . . . cake — just jump, fire, jump, fire and so on until he shuffles off this mortal coil. Mandrenara is harder. Go up to the horizontally scrolling bodyguards and press both buttons at the same time very, very quickly, then take out the baddie. When you're attacked by Lobster, goad him into using his sword, then jump and fire at him. Keep on doing this move until he's destroyed. The Evil Ninja certainly is. When he is on jump kick/punch mode, keep jumping him and when he is in a corner kick, punch or fire at him non-stop.

ROCKY

Plug your rapid fire unit into port one. During the bonus stages (punch bag and ball) keep your fingers on both buttons, and you'll build up enough power to be able to defeat Drago quite easily.

MIRACLE WARRIORS

Mark Oxley of Barnsley has some useful advice. To find all the keys, go round the large desert on the bottom left hand side of the map. Press the number two button and a menu appears on the top right hand side titled "SPELL". Key in the right spell (hint — the one you haven't used yet) and you find yourself in a cave system. When you find the chest, open it and you are be confronted by a guardian. Defeat it and you will be granted with one of the three keys (Heaven, Earth or Hell). Keep doing this until you win all three keys.

SAFARI HUNT

Safari so-goodie! Well, it is when you use this Mark Oxley tip. When you shoot the panther or any other wild animal, keep shooting at it to gain even more bonus points (a rapid fire unit will make it even easier).

SPACE HARRIER 3D

When entering the special command (sound), key in 7437481 and you will receive a special message.

BLACK BELT

After the opening titles, the screen flashes blue for less than a second. Press reset and you will be awarded with infinite lives. You know you have achieved this, 'cos the background at the beginning of level one will be a bit mucked up. But dinna worry tho' — just get kicking those kung-fu baddies.

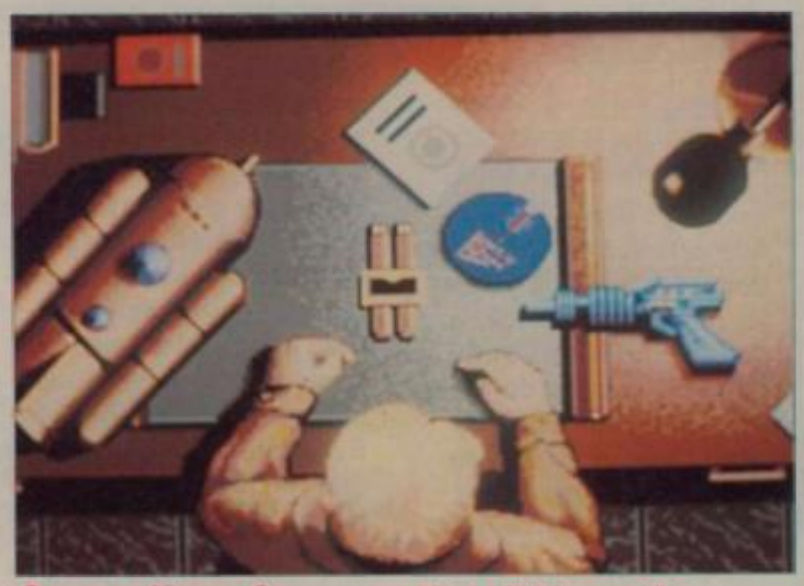
ROCKET RANGER

C64, PC and Amiga owners (and eventually ST owners, when the game finally arrives on this format) should find the battle against the Nazis far easier when they make use the tips sent in by Stephen Wrench of Warrington, Cheshire.

First of all, go straight to the war room — ignore the Zeppelin for now. Collect all five agents so that you have all in reserve. Place your agents in the countries surrounding Europe — Algeria, Libya, Egypt, Mid East and Russia. This should now contain the Nazis in Europe.

When you've done that, go to the Zeppelin and try and rescue the Barnstoffs. When you've done that, go back to Fort Dix, and the agents should now be ready to report back to you, as they have now infiltrated their countries. Read the reports and get them to organise resistance in their countries. If you are lucky this will contain the Nazis.

Now try and find the Nazi base, because you are going to need it when you collect the five rocket parts. Nine times out of ten the base is in Peru. The desert base is usually found in the Congo or Kenya. Go straight to the Zeppelin factories, camps and bomb and airplane factories because you have got to keep Nazi efficiency at a minimum to give yourself chance to find the bases and rocket parts.



In the course of the game the Zeppelin will appear on the screen again — you don't have much choice but to go and rescue the Barnstoffs because if you don't, Lunarium production will be increased.

The first time the Zeppelin appears, you can't blow it up because you're too far away. The second time is tricky but gets a bit easier with practice — you have to try and shoot the gondola whilst avoiding the missiles. The best thing to do is wait for a gap and shoot either one or two shots — a loose shot will blow up the airship. When you get it right a green flash comes from the back of the Zeppelin, followed by machine gun fire. "Great shooting", you're told, and you now confront the Barnstoffs.

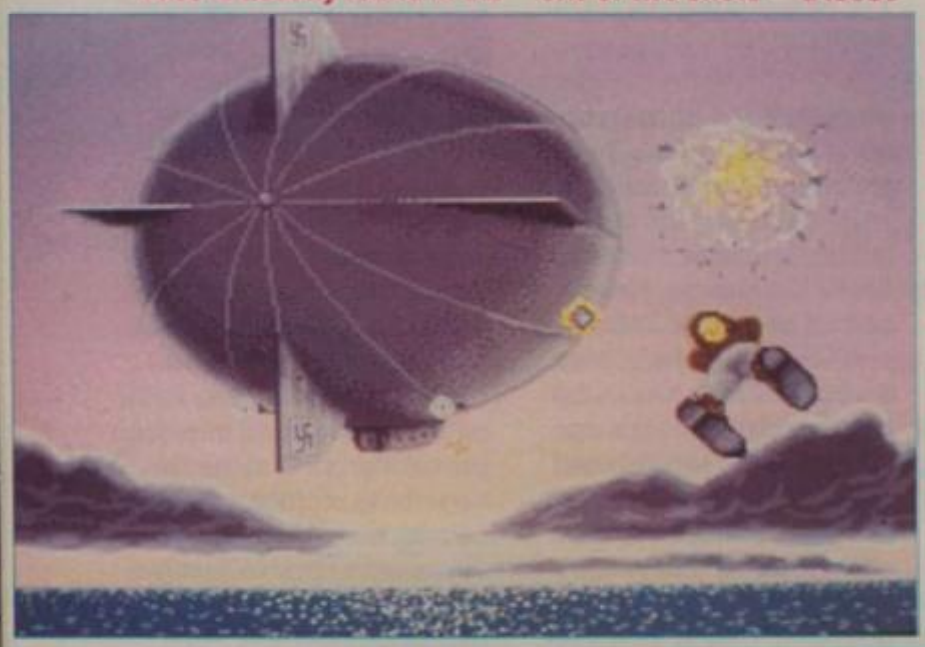
If it's the first time you're in the Zeppelin your replies should be: Loosen Up Dollface, I like your style, I oughtta teach you, I took the scenic route, Can you use some help?

If it's your second time, say: I'm glad to see you too, I just want to help you, Can you use some help?

On the third time, say: I'd be happy to leave, I just want to help you, Can you use some help?

When you give the correct replies you will take the Barnstoffs back to America.

Fighting the guards takes a bit of practice, but try and persevere — the first three are relatively easy. The fourth and fifth are very tough, and the best way to deal with them is by continual jabbing at the face, with uppercuts to the face whenever possible. Body shots are no good. If he hits you, push the joystick up as this prevents him from hitting you with multiple blows. After about three punches try and jab or uppercut him because he'll hit you with a body shot if you don't.



COMBAT SCHOOL

Okay, all you rookie commandos — Steven Taylor of Chesterfield has a useful tip for you. If you've got an autofire joystick, switch on autofire during the Iron Man race and waggle joystick — you don't touch the ground, so you don't have to bother about avoiding rocks and silly things like that.

SDI

Yet *another* Steven Taylor tip. On the option page, press X, C, T and SPACE (he doesn't say whether they should be pressed together, or in that order, so you'll have to work that one out I'm afraid) to access the hidden cheat menu.

LAST NINJA II

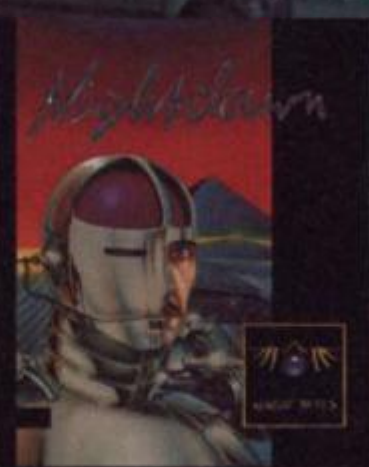
If you can't light all candles in the allotted time, just light one candle at the same moment your opponent awakes. This candle stays lit, so if you die you only have four to light.

DRAGON NINJA

When you die on the fourth level and it says "Rewind tape", don't. Just leave the tape running and level five automatically loads and you get five lives and a full quota of time with which to finish the level.

"I cracked the games, because I wanted to be the *number one*, too!"

These titles available *only* at your local dealer - nowhere else. Sorry!



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THE KRISTAL

The following hints should be useful to any of you who are still trying to get to grips with this epic game. You can thank Jeffery Hayes of London for all this help . . .

Right, first of all, find the Beggar and give him the skringles twice, and then accept the pommel. Now wander off and find Gloop, and ask him "What do you do?". Accept the invitation that he offers.

Go to the palace and tell the Guard "I have an invitation". Enter the Palace and walk past Nedrod to the Kring. Accept skringles. Meet Princess and say "It's a secret", and then accept the Ring of Belz.

Go to the market square and pick up the scroll and frandanas from Sereena, who is found there, and use them for strength. Give charity to the Butler. Go through the green door, through the centre arch in the spaceport and then enter your ship.

Select the top icon for Zapminola and take off. When you're traveling in space, the best thing to do is decelerate and keep the enemy as far away as possible (but not out of range) while shooting them and their bullets. As soon as you have disposed of the first attack wave, accelerate towards the small planet but slow down as soon as a fresh wave appears. Continue this process until you reach your destination.

When you land, seek out Aunt Polly and ask her "Who are you?". Accept Multipep. Pick up the Heatpro tabs outside the Kring's Head and return to your ship the way you came.

Select the icon for Glysta, and using the same tactics as before, head for there. When you reach your destination, pick up the Psychisorber and engage in a few sword fights to gain experience.

Go back to your ship and select the icon for Feltina (again, use the same space flying tactics as before).

When you get there, use the Heatpro immediately and find the Sword of the Spheres. It's useful to note that the sword can't be picked up unless the pommel is in the inventory.

Practice some more sword fighting and return to Zapminola.

Find the White Pirate and give to the Miholan Children Fund.

Give charity to Malagar and go into the Kring's Head. Buy Greige and Fissionchips from Venkor and use them for strength, then go to your room upstairs and listen to your radio.

Now return to the ship and travel anywhere. Follow the Blue Scorpion through the magic ring. After Redhead and the Princess have passed, use the Ring of Belz. The ring will not work if the scroll is not in the inventory.

Now ask Malvalla "Where am I?". Accept the Belt of the Celestial Sisters, and you'll return to your ship automatically.

Select the icon for Magno and go there — you should know the tactics by now. When you are released from the Brain Cell (you must have enough psychic points), you have to find and kill Redhead in a final sword fight (you must have enough strength points). Confront Finn Shadok in a psychic battle — he'll be defeated if you have the Psychisorber in your inventory and you out-shoot him.

After you have dispatched Shadok in a psychic battle, enter the door which will not be open and watch the finale. You have gone with the flow — so there!

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HIGH SCORES

Welcome to The Playmasters Highscores, the Official UK Computer Highscore table, where top video jocks battle to get their names and scores on the table. If you're a mean games player and have some hot highscores — on old or new games, it doesn't matter — send 'em in on a postcard or on the back of a sealed-down envelope (don't put them inside the envelope as it takes yonks to open 'em all) to: PLAYMASTERS HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. All top scores are included in the table to give you the definitive highscore reference table.

SEGA

ACTION FIGHTER
1,096,930 Paul Stokes, Aberdare, Wales
AFTERBURNER
4,864,000 Allan Black, Desborough, N Hants
ALEX KIDD (LOST STARS)
110,600 Peter Ramdine, Stafford
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BANK PANIC
802,850 Sherif Salama, Egypt
BLACK BELT
850,100 Darren Louch, Bromsgrove, Worcs
BOMBER RAID
799,100 Julian Rignall, C+VG
DOUBLE DRAGON
431,990 Martyn Owen, Oadby, Leics
FANTASY ZONE
72,865,100 Peter Ramdine, Stafford
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GANGSTER TOWN
154,050 Jonathan Dusheiko, Pinner, Middx
GLOBAL DEFENCE
436,430 Paul Stokes, Aberdare, Wales
HANG-ON
4,725,410 Simon Fletcher, Stoke
KENSEIDEN
118,100 P Hudd, Stroud, Glos
MY HERO
11,773,030 Sean Hanna, Newry, Co Down
OUT RUN
53,730,420 Allan Black, Desborough, N hants
POWER STRIKE
65,242,300 Paul Stokes, Aberdare, Wales
QUARTET
2,894,010 Jon Evans, Walsall, W Mids
RAMBO III
64,000 Mark Dusheiko, Pinner, Middx
RESCUE MISSION
571,400 Paul Stokes, Aberdare, Wales
R-TYPE
1,081,700 Gavin Little, Edinburgh
SECRET COMMAND
3,285,400 Paul Stokes, Aberdare, Wales
SHINOBI
849,450 Peter Ramdine, Stafford
SPACE HARRIER
29,998,720 Jon Evans, Walsall, W Mids
SPACE HARRIER 3D
12,035,670 Allan Black, Desborough, N Hants
THUNDERBLADE
2,588,000 Nicholas Joy, Market Harborough
WONDERBOY (MONSTERLAND)
7,657,180 William Wong, Chapel, Stockport
ZILLION II
352,100 Ian Houghton, Burbage

NINTENDO

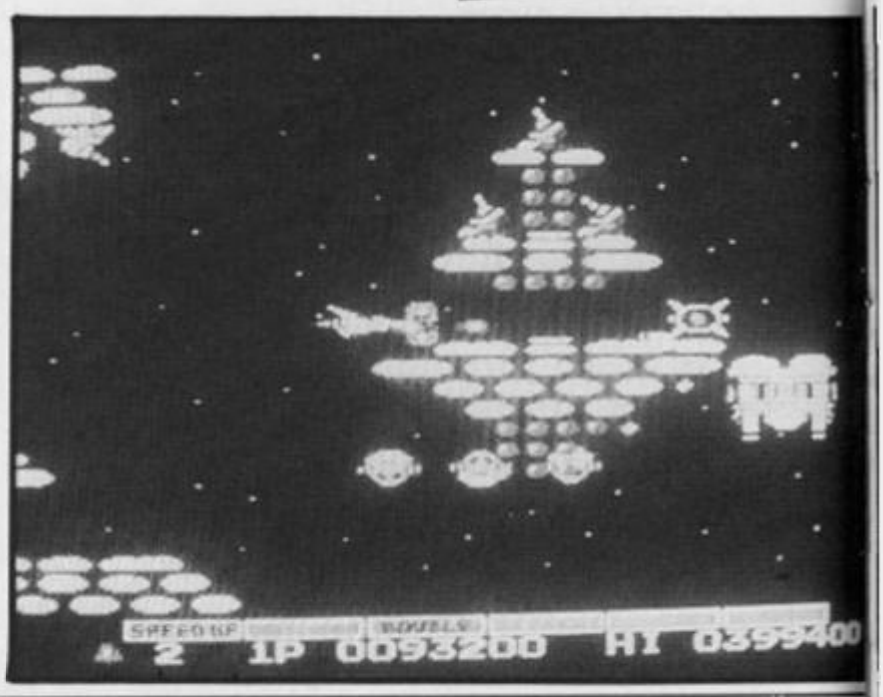
CASTLEVANIA
999,999 Lee Watkins, Bristol
KUNG-FU
326,320 Lee Watkins, Bristol
GRADIUS
12,670,000 Julian Rignall, C+VG
PRO-AM RACING
265,388 Mike Carless, Exeter
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
TOP GUN
151,000 Leigh Baigent, London

PC ENGINE

ALIEN CRUSH
79,080,400 Onn Lee, Nottingham
CHAN AND CHAN
608,100 Julian Rignall, C+VG
DRUNKEN MASTER
999,999 Tony Lorenzo, London
DRAGON SPIRIT
640,000 Robert Zengerle, London
FANTASY ZONE
124,300 Duncan Terrett, Cheltenham, Glos
LEGENDARY AXE
321,676,260 Dave Rose, Boreham Wood
R-TYPE
973,300 Onn Lee, Nottingham
SON SON II
208,300 Dave Rose, Boreham Wood
SPACE HARRIER
175,114,500 Dave Rose, Boreham Wood
TWIN HELI
936,700 Julian Rignall, C+VG
VIGILANTE
18,520 Duncan Terrett, Cheltenham, Glos

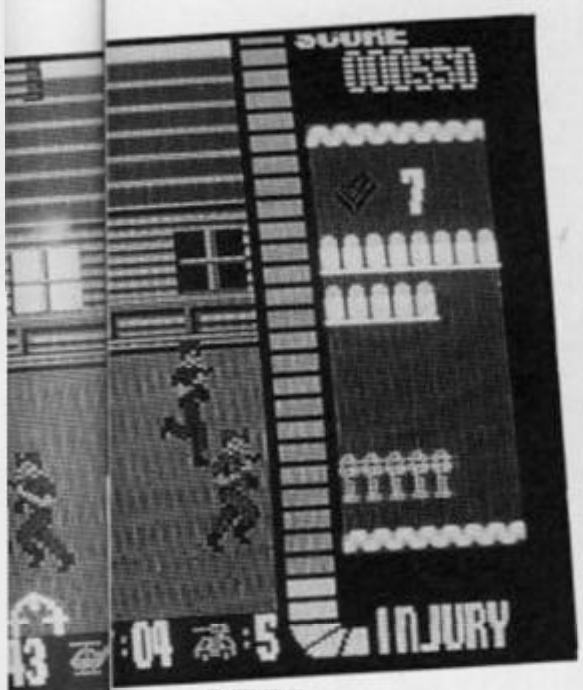
C64

ARKANOID
357,400 Brian O Dowd, N Ireland
ARMALYTE
30,367,400 Danny Gleghorn, Worksop
BOMBUZAL
117,330 Stig Serjersen, Herning, Denmark
BLASTEROIDS
1,244,650 Richard Wyatt, Pontycymer, S Wales
BUBBLE BOBBLE
4,000,150 Richard Wyatt,



HIGH SCORES

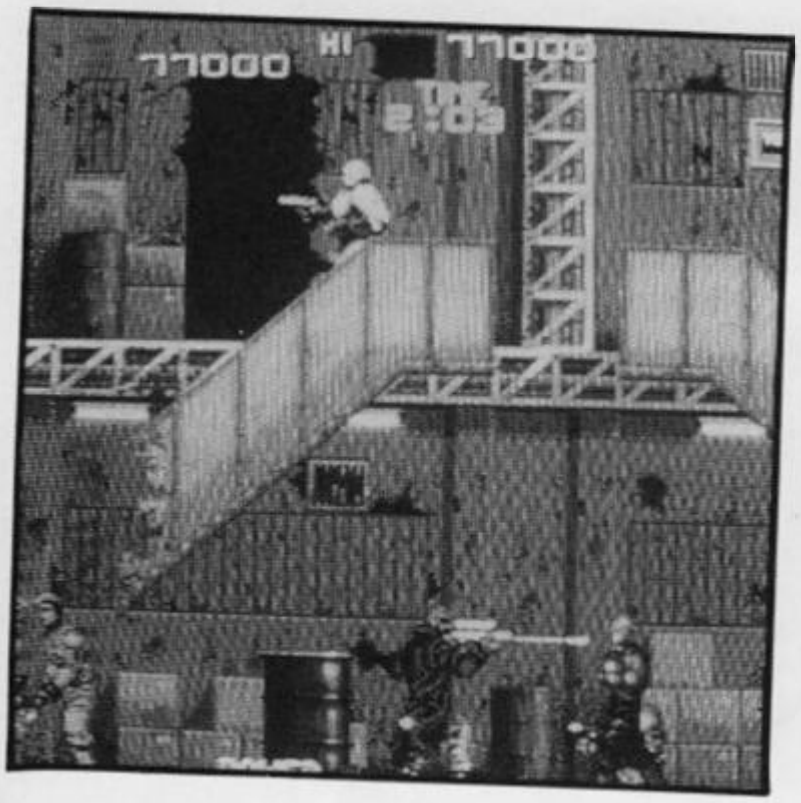
Pontycymer, S Wales
DALEY THOMSON'S CHALLENGE
10,260 Tony Repo, Helsinki
DRAGON NINJA
73,375 Robert Metcalf, Abingdon, Oxon
GREAT GIANNA SISTERS
91,580 Stig Sejersen, Herning, Denmark
IK+
308,000 Roberto Sporkslede, Holland
LAST NINJA II
999,810 Tim Pickup, Darwen, Lancs
OPERATION WOLF
426,259 Eelco Hoogeueen, Alphen, Holland
PACMANIA
689,940 James Paul, Bridgewater, Somerset



R-TYPE
307,950 Danny Gleghorn, Worksop, Notts
SALAMANDER
240,900 K Mackay, Marsa, Malta
THUNDERBLADE
1,400,000 Brian O Dowd, N Ireland

ST

ALIEN SYNDROME
936,800 Andrew Stamp, Portsmouth, Hants
ARKANOID
730,390 Julian Rignall, C+VG
ARKANOID II
353,330 Daniel Vye, Brighton
BACKLASH
1,450,800 James Boyd, London
BEYOND THE ICE PALACE
13,300 Daniel Vye, Brighton
BLASTEROIDS
1,220,800 Julian Rignall, C+VG
BUBBLE BOBBLE
5,880,760 Julian Rignall, C+VG
BUGGY BOY
82,490 Daniel Vye, Brighton
ELIMINATOR
642,564 Horness Spencer, Redditch, Worcs
FLYING SHARK
3,072,600 Conrad Rodzaj, Bristol
IK+
205,100 Niklas Aronsson, Sweden
IKARI WARRIORS
28,000 Daniel Vye, Brighton
PACLAND
58,300 Daniel Vye, Brighton
OPERATION WOLF
118,350 Daniel Vye, Brighton



ROBOCOP
349,350 Darren Williams, Warley
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE HARRIER
4,919,000 John-Paul Brazier, Walsall
STARGLIDER II
248,984 Stephen Otley, Leeds
STAR WARS
1,712,259 John-Paul Brazier, Walsall
SUPER HANG-ON
30,142,856 Kenneth Ritchie, Fife
VINDICATORS
476,100 Stephen Otley, Leeds
VIRUS
642,000 Zico, Aberdeen
XENON
1,755,890 Andrew Stamp, Portsmouth, Hants

AMIGA

AFTERBURNER
12,383,910 Stephen Watson, Darlington, Co Durham
DENARIS
53,900 Peter Evans, Horsham
LED STORM
274,628 Mark Short, Cleethorpes
OPERATION WOLF
1,021,122 Jegi Rahi, Crayford, Kent
PACMANIA
4,550,430 Allan Black, Desborough, N Hants
ROADBLASTERS
1,912,824 Allan Black, Desborough, N Hants
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
SUPER HANG-ON
22,118,682 Richard Shaw, Keyworth, Notts
SWORD OF SODAN
355,750 Carl Bates, Woolwell, Plymouth
TEST DRIVE
37,072 Khaled Issa, Sharjah, UAE
TEST DRIVE II
81,230 Khaled Issa, Sharjah, UAE

SPECTRUM

AFTERBURNER
59,555,000 John Bristow, Erith, Kent
DOUBLE DRAGON
112,040 Robert Preston, Warley, W Mids
DRAGON NINJA
938,000 Paul Bristow, Erith, Kent
FIREFLY
1,643,290 Robert Preston, Warley, W Mids
LAST NINJA II
246,870 Robert Preston, Warley, W Mids
OPERATION WOLF
444,540 Ben Smythe, Codsall, W Mids
OUT RUN
20,754,240 Robert Preston, Warley, W Mids
ROBOCOP
1,432,010 Patrick Duffy, Redcar, Cleveland
ROLLING THUNDER
103,680 Robert Preston, Warley, W Mids
THUNDERBLADE
1,944,000 John Bristow, Erith, Kent
WEC LE MANS
253,620 Paul Bristow, Erith, Kent

AMSTRAD

AFTERBURNER
22,312,020 David Crosby, Isle of Wight
BARBARIAN II
17,855 P Tarling, Bishop's Stortford
BLASTEROIDS
106,850 Tim Goldsby, Cheltenham, Glos
BUGGY BOY
123,760 R McDonald, Thurnby, Leics
CRAZY CARS
6,771,560 Phil Lloyd, South Wirral
DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics
DRAGON NINJA
119,000 Miles Wilkes, Ashford, Kent
GRYZOR
990,000 P Tarling, Bishop's Stortford
OPERATION WOLF
319,674 Phil Lloyd, South Wirral
OUTRUN
56,708,370 R McDonald, Thurnby, Leics
ROBOCOP
2,386,200 R McDonald, Thurnby, Leics
SORCERY PLUS
57,350 Nik Mills, Walsall
VINDICATORS
479,000 Giles Taylor, Eastleigh, Hants
WEC LE MANS
211,500 David Crosby, Isle of Wight

WEIRD DREAMS

Weird (adj)

1. Suggestive of or relating to the supernatural, eerie. 2. Strange or bizarre. 3. Archaic of or relating to fate or the Fates.

Dream (n)

1. Mental activity, usually in the form of an imagined series of events, occuring during certain phases of sleep. 2. An image of fantasy. 3. A cherished hope; ambition; aspiration. 4. A vain hope.

Weird Dreams (n)

Your only hope.

Dare you fall asleep?

Weird Dreams is available from all good software stores now. Commodore Amiga, Atari ST, and IBM price £24.99. Commodore 64 price £14.99

RAINBIRD

Co-conception: Herman Serrano and Tony King Co-design: Herman Serrano, James Hutchby and Tony King.
UNIT 1, HAMPTON ROAD INDUSTRIAL ESTATE, TETBURY, GLOS. TEL: 0666 504326.

LET SLEEPING GODS LIE

BY EMPIRE

Tessera has been having a pretty tough time recently: poor crops, sick people, high interest rates and — what's worse — everyone's fighting.

The root of all this evil is the Archmage, a particularly nasty piece of wizard-work, and there's only one way you can stop him. Far out at the end of the eighth kingdom lies the Sleeping God, N'Gnir: wake him, and order will be restored; fail, and people will throw stones at you for a very long time.

Basically, Let Sleeping Gods Lie is a 3D exploration game falling somewhere between the simplicity of the Freescape series and the complexity of an RPG. It cleverly combines vector graphics with "solid" 3D and sprites which are expanded or twisted; unfortunately, this system also has its drawbacks: some of the graphics aren't brilliantly drawn and, close up, the sprites look very crude and blocky.

As befits the immensity of the task and depth of gameplay, there's more to do than in most other arcade adventures: an annoying amount of killing, plenty of objects to find and deliver to the right place, castles and caverns to explore, some nifty travelling between islands, communicating with other characters — it's complex and quite enjoyable if you're prepared to stick with it.

However, this is one of its faults: the scope is just too big, and a lot of the detail gets lost. For example, the in-game effects are a bit weedy and could have been bolstered by enemies shouting as they attacked you, and you can die far too easily too soon in the game.

The worst fault, however, is the lack of independent targeting and movement controls, which could have been remedied by having the keyboard for movement and the mouse for firing. It really does destroy a lot of the gameplay, and that's a shame because with a bit more playtesting and attention to detail, LSGL could have been the most original game since Dungeon Master.

GORDON HOUGHTON

▲ *Chunky graphics aren't they?*

▼ *Enemies of the Archmage get stoned.*

UPDATE

An Amiga version will be available very soon (for £24.95), whilst a PC Tessera simulator is still under development. No other versions are planned.

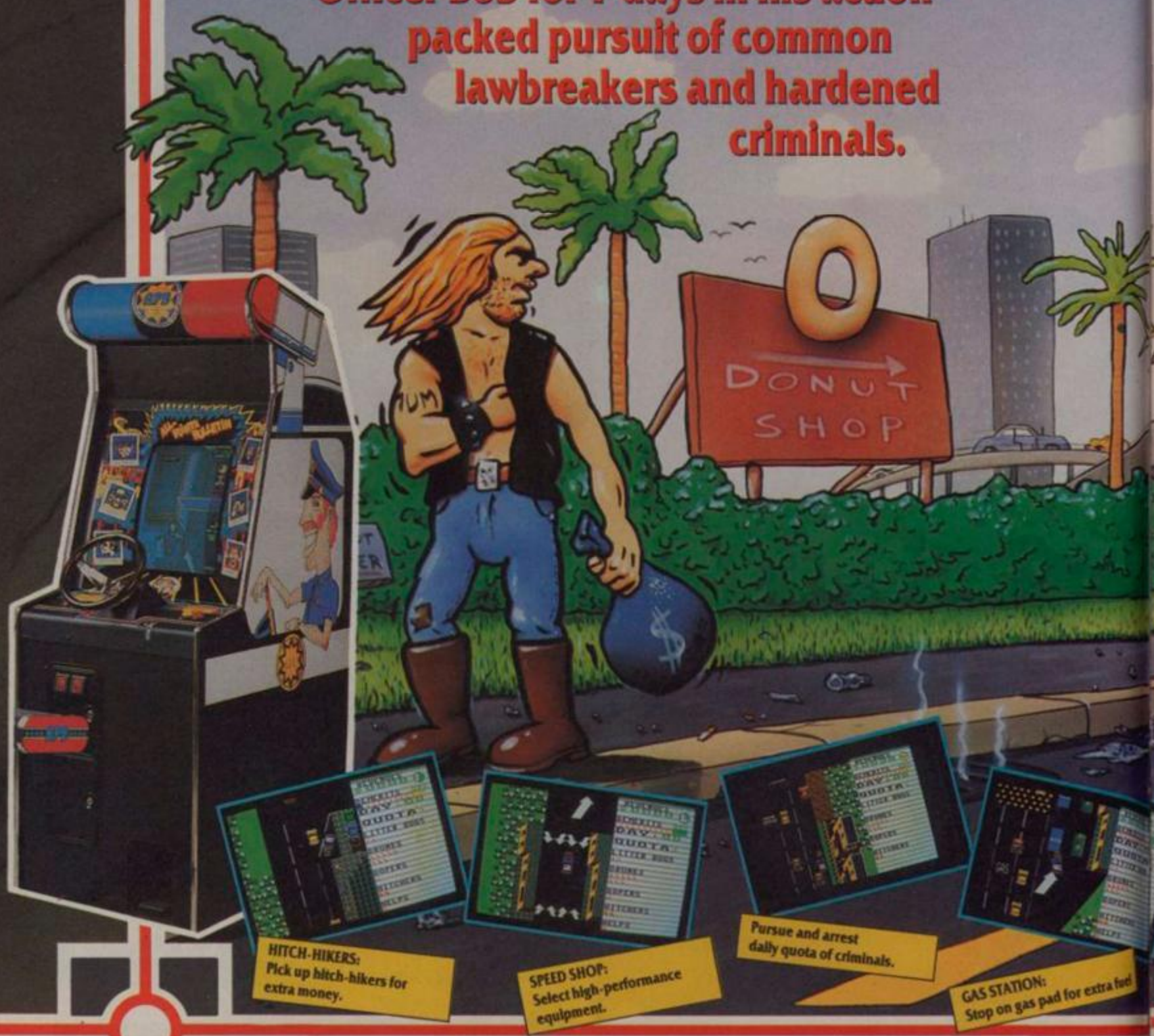
ST	£24.99
GRAPHICS	69%
SOUND	35%
VALUE	75%
PLAYABILITY	60%

A great attempt at a world simulator, combining RPG and arcade adventure; unfortunately, the scenario isn't compelling enough or the gameplay addictive enough to back it up.

OVERALL	67%

PLAYING COPS AND ROBBERS HAS NEVER BEEN THIS FUN BEFORE . . .

High speed chases, dangerous arrests and shoot-outs are brought to life with a touch of humour in Tengen's new APB. You become Officer Bob for 7 days in his action-packed pursuit of common lawbreakers and hardened criminals.



HITCH-HIKERS: Pick up hitch-hikers for extra money.

SPEED SHOP: Select high-performance equipment.

Pursue and arrest daily quota of criminals.

GAS STATION: Stop on gas pad for extra fuel

TENGEN

The New Name in Coin-Op Conversions.

APB™

NO HIKING

DOMARK

TENGEN IS COOL!

POLICE

SKREECH!

DONUT SHOP:
Drive through for extra time.

POLICE STATION:
Return to the station at the end of the day.

	Cass	Disk
Spectrum	£9.99	£14.99
Commodore	£9.99	£12.99
Amstrad	£9.99	£14.99
Amiga		£19.99
Atari ST		£19.99
IBM PC		£19.99

Distributed by DOMARK

Ferry House, Lacy Road, London SW15 1PR 01-780-2224.

Programmed by Walking Circles.

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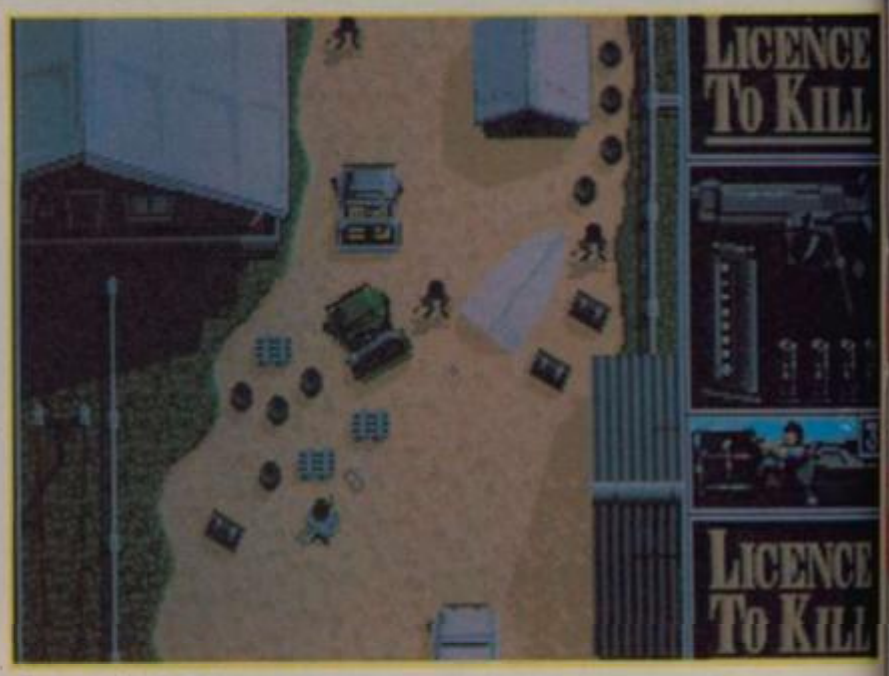
™ Atari Games Corporation



LICENCE TO KILL

BY DOMARK

Licence to Kill is Domark's fourth James Bond game — the previous three being View to a Kill, Living Daylights and Live and Let Die. The quality has improved with each release, (starting with the completely crap View to a Kill, and getting pretty good with Live and Let Die), and Licence to Kill continues the trend with the result that it's a blimmin' good game.

The game follows the plot of the film closely, and is split into three distinct stages which happen on land, sea, and air.

The action starts over Cray Cay, an island off the coast of Miami, with 007 and Felix Leiter flying a coastguard helicopter while evil baddie Sanchez escapes up the screen in a jeep.

Eventually Sanchez leaps out of the jeep, and James has to follow him up the screen on foot. A whole army of baddies lie in wait, and James has to pick them off with his Beretta *Commando*-style.

At the end of the level James leaps back into the chopper and chases after Sanchez again, who has just leaped into a handy aeroplane. To stop the plane, Bond has to swing below the chopper and attach a rope so it can be towed to the coast.

If he does that, the scene switches to the water, where James swims through shark-infested waters, stabbing Sanchez's knife-wielding divers and grabbing drug packages for bonus points.

At the end of the stage Sanchez's seaplane is just taking off. Bond has to quickly shoot the tailplane with his harpoon before it takes off and haul himself up the line, dodging baddies, boats and rocks as he attempts to clamber aboard.

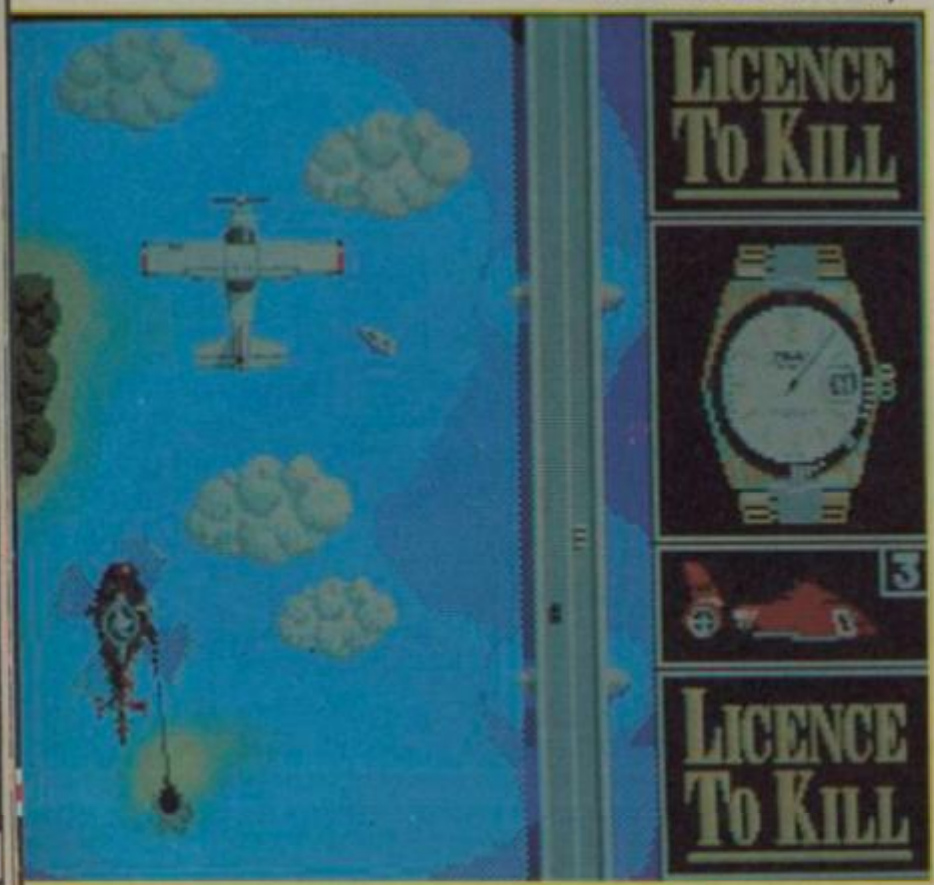
The third stage begins as soon as Bond's safely aboard. Sanchez is heading for the border with a convoy of 18-wheeler semis full of drugs. James starts in a cropduster plane, and has to jump down onto the rearmost truck, take control of it and use it to run the others off the road.

The final rig contains Sanchez, and once you've blow that off the highway, James has completed the mission, and can start thinking about what to do for his next film.

The ST version is great fun, and potential Bonds certainly have their work cut out trying to beat Sanchez. All the sections are nicely designed, and faithfully follow scenes from the film — just like a movie licence should.

The fast and challenging action and excellent graphics and sound make this by far the best Bond game to date, and it's a brilliant game in its own right. Look it up.

JULIAN RIGNALL



UPDATE

Other versions will follow shortly, and will have the same gameplay as the ST, with the usual graphic restrictions.

ST	£19.99
GRAPHICS	86%
SOUND	80%
VALUE	78%
PLAYABILITY	83%

Plenty of variety, colourful graphics and recognisable Bond ditties make this an addictive and enjoyable game.

OVERALL	80%

Bloodwych

ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!

Atari ST Screen Shots

Amiga	£24.99
Atari ST	£24.99
Spectrum (tape)	£9.99
Spectrum (disc)	£14.99
Amstrad CPC (tape)	£9.99
Amstrad CPC (disc)	£14.99
Commodore 64 (tape)	£9.99
Commodore 64 (disc)	£12.99

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

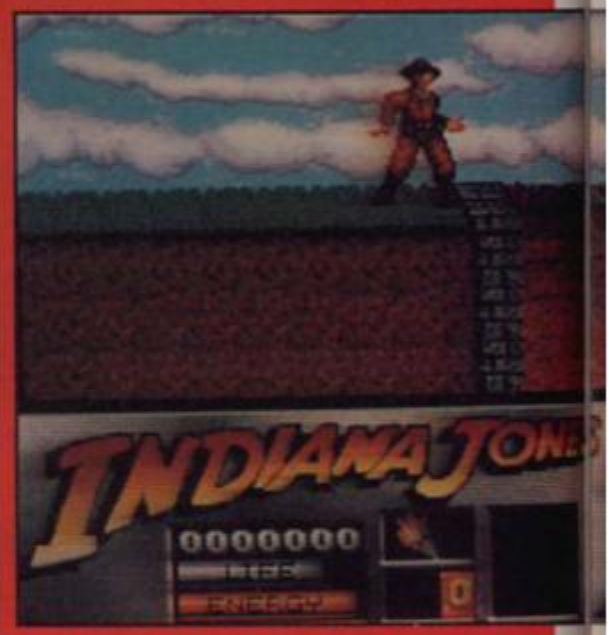
With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

© 1989 MIRRORSOFT LTD Irwin House, 118 Southwark Street, London SE1 0SW Tel: 01-928 1454

INDY ACTION GAME

BY US GOLD

▲Indiana enters the temple in search of the Holy Grail.



▲Ready to jump onto the truck and battle some nasty Nazis.

▲Clambering ropes is all part and parcel of the Action Game.

▲Inside the cavern, Indy pauses to get his bearings. Is he lost?

▲*Don't fall into the pit.*

The World's greatest adventurer is back — Indiana Jones, in his third, and arguably his best film yet.

Like the last Indy film, Indiana Jones and the Temple of Doom, US Gold, in conjunction with Lucasfilm Games Division, have secured the rights to produce computer game versions of the movie. There are two games-of-the-film being programmed: the Indy Adventure, a *Zak McKraken*-type game which is being designed in the US by Lucasfilm, and the Indy Action game, being produced here in the UK by US Gold.

This is the action game, a four-level platform-style arcade adventure which puts the player in the leather jacket and fedora of everybody's favourite hero.

Indy starts the game trapped in an underground cavern, and has to escape by running around the multidirectionally scrolling landscape to find a cross and the exit.

Hazards are encountered with every step of the way, with falling chunks of ceiling to avoid, gun-toting nazis to whip into submission, chasms to swing across on rope and collapsing bridges to leap.

Indy has an energy bar which shrinks every time he falls foul of a hazard — falling a short distance knocks a bit off the bar; getting shot results in complete loss of energy, and a forfeit of one of his five lives.

If he escapes the subterranean system, Indy continues his adventure aboard a speeding truck. Nazis approach from all angles and have to be dealt with by punching them into the middle of next week. This level is pretty tough, and you've got to be a swift mover if Indy is to survive for the third level.

This is similar to the first, only this time Indy's trapped in an ancient temple. There are even more hazards to dodge and baddies to dispose of. It certainly helps if you make a map as you go along, as there are plenty of horrible surprises ready to catch out an overconfident Indy.

Finally, the action switches to a giant Nazi airship, where Indy tackles what seems like the entire German army to get to the final goal and grab the elusive Holy Grail from the clutches of Hitler himself!

This level is really neat, complete with realistic bobbing motion of the airship as it flies along — make sure you pop a couple of Kwells travel sickness pills before you start this level, it's guaranteed to leave those with weak stomachs feeling quite queasy.

If Indy manages to grab the Grail, the mission is accomplished, and he can return to his University and wait for the next adventure to begin . . .

Both the 16 bit versions of Indy offer platform action all the way as the hero leaps, runs and fights his way through the Nazi hordes. The going is very tough, and sometimes frustrating (making a map certainly helps), but the balance between frustration addiction is nicely balanced and keeps you coming back for "just another go".

Highly recommended to platform game fanatics.

JULIAN RIGNALL

▼*Luckily that skeleton is harmless.*

▼*A map certainly helps here...*

UPDATE

Spectrum, Amstrad and Spectrum versions will have the same map and gameplay as the 16 bit games, but the graphics won't be quite so good. If you're an Indy fan, check 'em out.

ST	£9.99

The only difference between this and the Amiga version is the lack of colour in the backdrops. The gameplay is similarly addictive and challenging, and is therefore recommended.

OVERALL	81%

AMIGA	£19.99
GRAPHICS	81%
SOUND	78%
VALUE	76%
PLAYABILITY	82%

A thoroughly enjoyable platform romp with everybody's favourite hero. It's tough and sometimes very frustrating, but it's addictive enough to keep you playing until you beat Hitler.

OVERALL	81%

THUNDERBIRDS

BY GRANDSLAM

Gerry Anderson's marionettes with the mostest, the International Rescue boys, are back on the launch pad.

The game starts in Jeff Tracey's office where you get to choose one of four missions to undertake. The missions vary in difficulty, and you can only go for the tougher tasks when you've completed the previous one and been given a password.

Every mission gives you alternating control of two International Rescue team members, and before they leave Tracey Island you equip them both with two objects from a selection of six — lamps, radiation pills, that sort of thing.

The first mission starts with Thunderbird 2 offloading the Mole to take B-B-B-Brains and Alan into a collapsed mine where two miners are trapped. The mine is rapidly flooding, so the first thing on the agenda is to get Brains to stop the flow of water, but how? I won't reveal the answer, but suffice it to say that this is just the start of your problems!

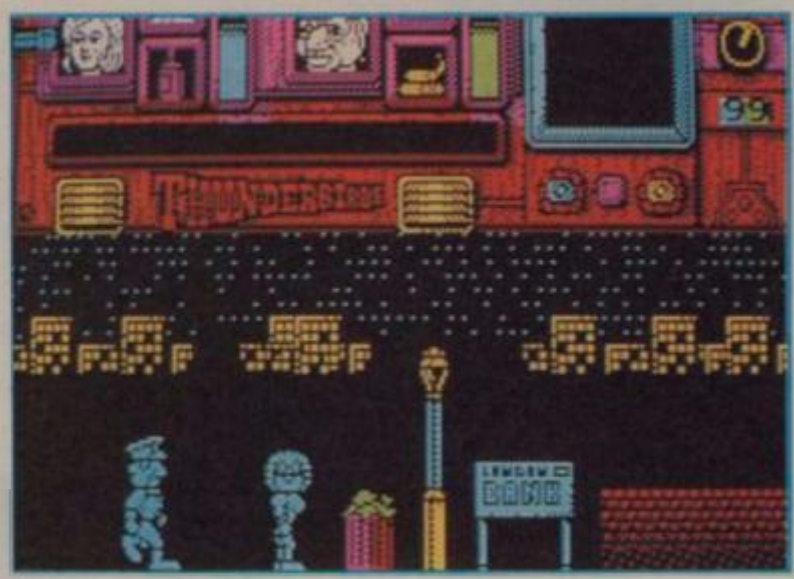
In Mission two a nuclear submarine has foundered on the crater of an underwater volcano and Thunderbird 4 has been called to the scene. With water gushing in through a hole in the hull, Gordon and Alan have to locate two security cards which will shut down the reactor, then somehow refloat the sub.

The third mission stars Lady Penelope and Parker, who have to break into a bank's strong room where stolen plans of the Thunderbird machines are being kept, and the last and most difficult mission is set in Dry Gulch, Arizona, where Scott and Virgil have to capture their arch-rival, The Hood, after he has hi-jacked a missile base and is threatening to launch a few rockets downtown.

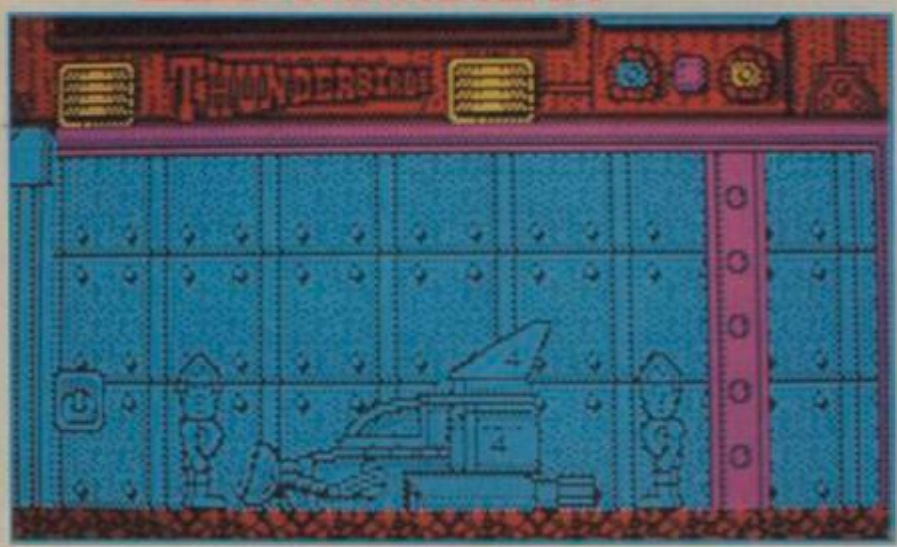
All versions of Thunderbirds have been programmed by Teque, who seem to specialise in this sort of game, and though I haven't been staggeringly keen on their past efforts (*Terramex* and *Prison*) I did enjoy playing *Thunderbirds*. The character sprites are suitably large-headed and the occasional humorous touches are very welcome. Unlike *Terramex*, the links between problems and objects is nice and logical, but the only thing that counts against *Thunderbirds* is all the trudging from room to room which gets to be just a bit of a bore.

Still, I think the game captures enough of the spirit of the show to make it worth any Thunderbirds fan's wad.

PAUL GLANCEY



▲ *Look — no strings.*



▲ *Recommended to Thunderbirds fans.*

▲ *Control your favourite characters.*

UPDATE

All versions will have the same gameplay, with only graphic and audio differences separating them.

SPECTRUM	£12.95
The same gameplay as 16 bit versions, with a cassette multiload. Still good fun though.	
OVERALL	73%

ST	£24.95
GRAPHICS	72%
SOUND	70%
VALUE	79%
PLAYABILITY	71%
A very well presented arcade adventure which Thunderbirds fans will think is FAB.	
OVERALL	72%

WIN A NEW ZEALAND STORY COIN-OP

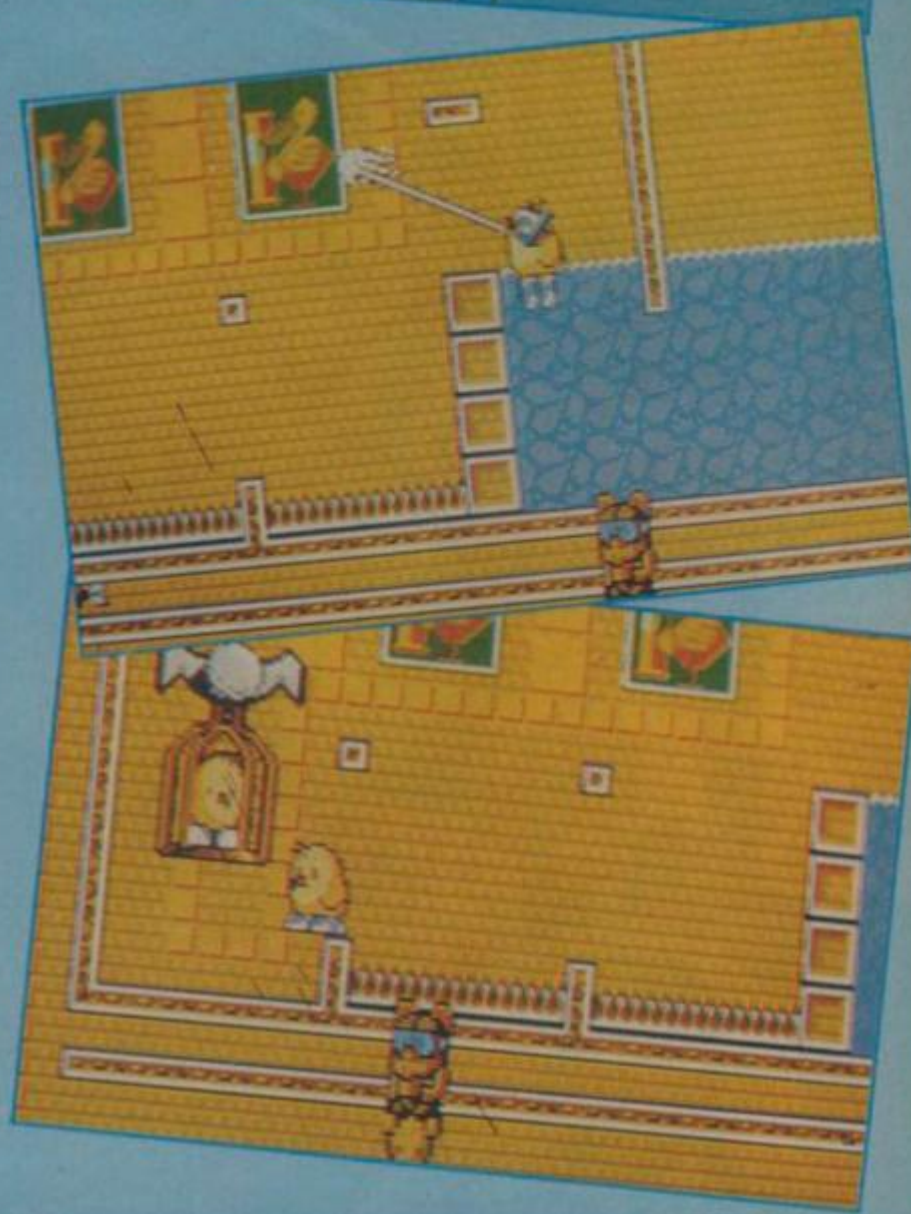
Wow! Is it true? Yes it is!! Those wonderful, lovely people at Ocean were so pleased with the C+VG HIT! review of their conversion of New Zealand Story last month that they've decided to dish out a real New Zealand Story coin-op to the winner of this C+VG ultra-comp.

And it's not just a normal coin-op.

With a bit of technical jiggery-pokery, Ocean have squeezed the machine into a medium-sized metal suitcase, and it comes with its own external portable monitor, so you can even take it round to a mate's house (and it doesn't take up half the living room).

The star of New Zealand Story is undoubtedly the cute Kiwi hero — pictured here. But what we want you to do is draw his twin brother, who's well 'ard. Let your imagination run riot — he could be a Ninja Kiwi, an Assault Kiwi, or even a Cyber-Kiwi — it's totally up to you.

Pop your drawing into an envelope together with your name and address, and send it to: MY KIWI IS SO HARD YOU'LL HAVE KITTENS COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Make sure your entry arrives before August 25th, and you could well be on your way to winning the coin-op!



Gilbert is back at Drill and feeling very pleased with himself.

Unfortunately, the rest of his fellow Drillians are not quite so happy. In fact they are green (and slimy) with envy.

Gilbert is invited back to Earth to do a new TV series, but to avoid more of his bragging the Drillians remove parts of the Millenium Dustbin and spread them about the planet.

You are in control of Gilbert (most unusual) and to get him back to Earth within 24 hours you have to beat the Drillians at their favourite arcade games and in turn, they will give you clues to find the missing parts on your craft.

Gilbert ESCAPE FROM DRILL ?

Super Slimey Software

BIGGER than the biggest thing. Gilbert

FANTASTIC, BRILLIANT, ABSOLUTELY MEGA, HOT STUFF, THE BEST GAME EVER

Gilbert's Mum xxx

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Gilbert character © Tyne Tees TV Plc.

Units 3-7 Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN.
Telex: 557994 8R DIST G
Fax: (0977) 790243

Gilbert—Escape from Drill.
Published by Enigma Variations Ltd.
Produced by Again Again.

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AGAIN AGAIN

ENIGMA VARIATIONS

This super slimy game will be available on ATARI ST (£19.99), AMIGA (£19.99), SPECTRUM (£9.99), SPECTRUM DISC (£14.99), C64 (£9.99), C64 DISC (£14.99), AMSTRAD (£9.99), AMSTRAD DISC (£14.99) and MSX (£9.99).

You can order direct by sending the order form along with a cheque or postal order made payable to: TIGER DEVELOPMENTS (ENT.) LTD. to the address below. All orders will be despatched on day of release.

Tiger developments, Units 3-7, Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN.

GILBERT ESCAPE FROM DRILL ORDER FORM

PLEASE FILL IN YOUR NAME AND ADDRESS DETAILS ALONG WITH THE FORMAT YOU REQUIRE.

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ADDRESS _____

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FORMAT

▶ C64 AMSTRAD SPECTRUM

SUPER SCRAMBLE SIMULATOR

BY GREMLIN

Super Scramble Simulator is, as you have most probably already guessed, a motorbike game. There are fifteen courses in all, divided up into five categories: three mud and two concrete.

Qualification for the later stages depends on whether or not you complete the earlier ones — at the start you only have the option of playing the first three tracks. Once you've successfully negotiated the first set, you move onto the next.

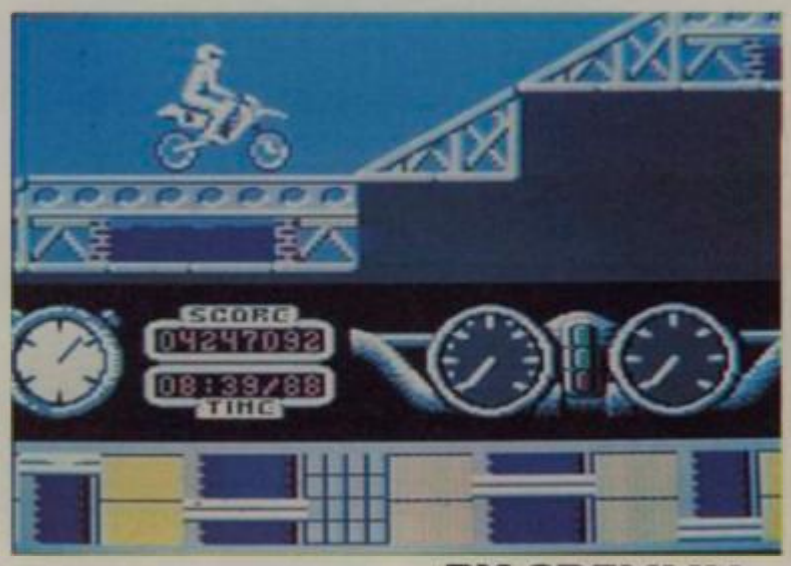
This is no easy task: each course has to be completed within a reasonable time limit, but this is quickly eaten away by falling off, skidding and crashing — all of which incur a few seconds' penalty.

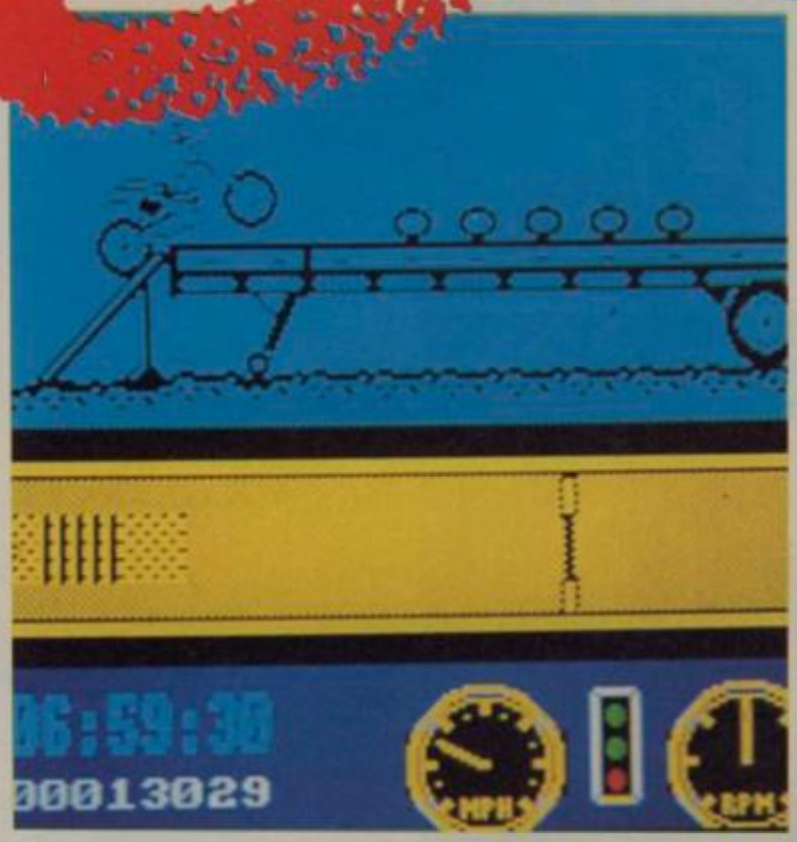
If this all sounds very simple, it isn't. Each course has its own difficulties which require specific actions to overcome — and knowing what to do is sometimes a process of trial and error. This can become frustrating when, say, you've sussed a couple of courses in a set and then you run into a section where split second timing and fine control over the motorbike are needed.

The two versions differ a little in presentation: though the Spectrum's graphics are monochrome, they're more detailed than the 64; the Commodore version looks a bit boring.

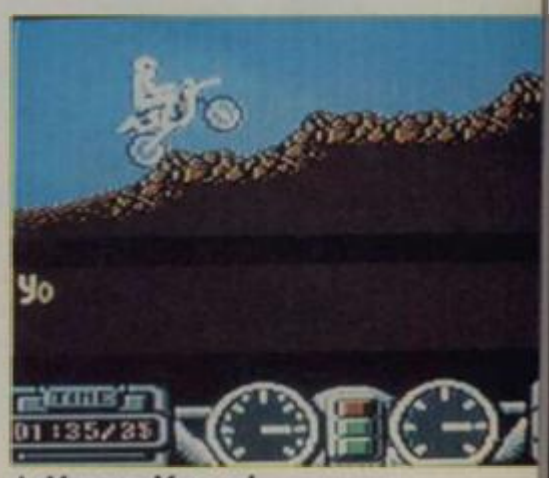
Where both games score highly is in the playability stakes: the balance between the length and difficulty of a course and the time limit to crack it is just right, and the fifteen tracks will take a long while to complete.

GORDON HOUGHTON





▲ *Dodging the variety of obstacles is fun, but very frustrating indeed.*



▲ *Vroom, Vroom!*

UPDATE
ST and Amiga versions (sporting mud courses, two obstacle courses and one grass course) will be out soon at a price of £19.99.

AMSTRAD £9.99
Similar to the Spectrum version, with a little bit more colour. It's playable and enjoyable — check it out.
OVERALL 76%

SPECTRUM £9.99
The multiload is a bit of a fiddle and the graphics monochrome, but otherwise the game is just as playable as its 64 counterpart, with some funky tunes thrown in for good measure.
OVERALL 75%

C64 £9.99

GRAPHICS	55%
SOUND	79%
VALUE	44%
PLAYABILITY	84%

Author Shaun Southern also wrote Kickstart II, which is very similar in format, just as addictive and, most importantly, available at a budget price. SSS is enjoyable to play, but the whole package is way too expensive.
OVERALL 69%

KULT

BY INFOGRAMES

C+VG HIT!

Is it just me, or does everyone find these Exxos games weird? It's not that they aren't good . . . they're just . . . weird. I mean, I thought *Purple Saturn Day* was veering seriously towards odd, but *Kult* is even more bizarre.

The scenario outline in the instructions is . . . well, "crazed" is a word that springs to mind, but what they're trying to say is this.

You play Raven, one of a race of radiation mutants with psychic powers connected to a central consciousness. Raven's girlfriend, Sci Fi, is being held captive by the reptilian Protozorqs in their mountain temple. To get inside and rescue her he's got himself captured and entered in the contest of The Five Ordeals, which the Protozorqs use to select servants or Divos for their god, Zorq. To succeed, Raven has to find a skull in each of the five puzzle chambers. Once he has returned all five skulls he becomes a Divo and is allowed access further into the temple, where he hopes to find Sci Fi.

The screen shows a view of the chamber and the mouse controls a cursor which is used to manipulate the room's features and select commands from an icon bar. The icons cater for standard adventure-type commands — taking objects, using them, and communicating with other characters — and using Raven's psy-powers. Clicking on an object calls up a diagram of Raven's brain with different nodules to click on for each action you can perform with that object.

▲ *Three dodgy geezers.*

Getting objects for the other rooms requires trading, either with other competitors or the Giver machine. To get anything out of the Giver you have to play a game of "guess which cup has the skull under it" which is more a matter of luck than skill, so it's a good idea to save the game before trading then continually reload if you lose.

Using this technique, it only took a few dozen games before I was a Divo, and getting well into the interior parts of the adventure. Infogrames supplied me with a map of the temple, and it seems I still have quite a way to go before I find Sci Fi then kill Zorq. But, hey, *Kult* is so well presented, with its excellent icon system, stylish, detailed graphics, atmospheric sound (including the usual Exxos alien speech), and intriguing puzzles that I'm sure to be playing it for a few late nights to come. Ata ata, Exxos!

PAUL GLANCEY

▲ *The first ordeal.*

UPDATE

The PC version is due out alongside the other versions, and, gameplaywise at least, it should be as good as the other two.

AMIGA	£24.95
Almost exactly the same as the ST version. Brilliant.	
OVERALL	85%

ST	£24.95
GRAPHICS	83%
SOUND	87%
VALUE	79%
PLAYABILITY	85%
Another weird and wonderful product of Exxos imagination. Excellent in every respect.	
OVERALL	85%

THE ADVENTURE BEGINS WHEN RICK DANGEROUS, SUPER HERO AND PART TIME STAMP COLLECTOR IS IN DIRE PERIL. ARMED ONLY WITH HIS TRUSTY SIX SHOOTER, A STICK AND SOME DYNAMITE, RICK CRASH LANDS SOMEWHERE IN SOUTH AMERICA. HOW LONG HE CAN SURVIVE IS UP TO YOU.

RICK DANGEROUS IS AVAILABLE FOR SPECTRUM AND AMSTRAD, CASSETTE AND DISK PRICE £9.95, £14.95; COMMODORE 64, CASSETTE AND DISK PRICE £9.95, £12.95; ATARI ST, COMMODORE AMIGA AND IBM PRICE £24.95.

RICK DANGEROUS

© 1989 CORE DESIGN LTD.

FIREBIRD, UNIT 1, HAMPTON ROAD INDUSTRIAL ESTATE, TETBURY, GLOS. TEL: 0666 504326.

It's about 18 months since FTL and Mirrorsoft changed the face of the rôle-playing game with the legendary *Dungeon Master*, which kept everyone, even shoot 'em up fans like me glued to their mice for months.

Bloodwych is another rôle-player which takes a similar 3D graphics, e-zee to use icons and pointers approach to adventuring, then adds to it with simultaneous two-player action and even more interaction between the player and the creatures he comes across.

The game is set in the four towers and the central keep of Treinadwyl Castle wherein lie the four Crystals of Storing,

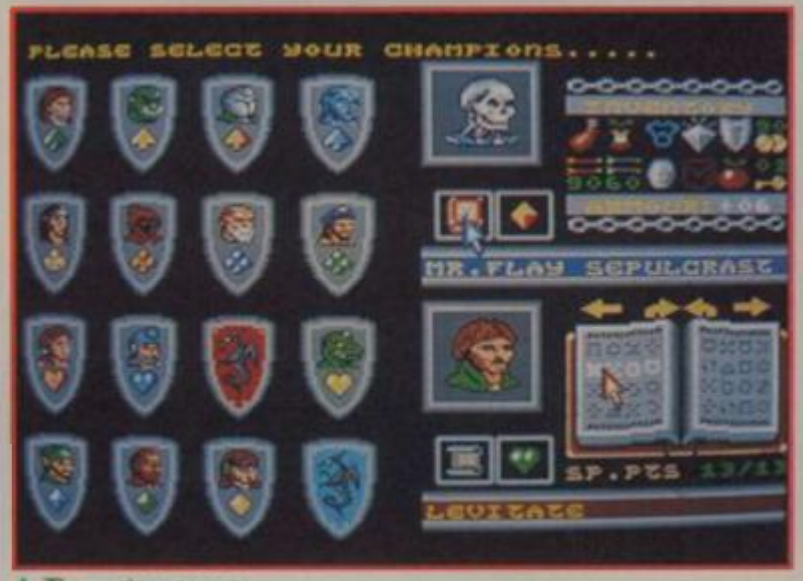
▲ *Ruddy hell! It's an 'orrible monster!!*

BLOODW

BY MIRRORSOFT

which have to be combined in the final central tower to destroy nasty Zendlich and banish the Lord of Entropy. To hamper your progress Entropy has filled the castle with dragons, skeletons, ghosts, mutated humans, traps and locked doors.

Both players start the game by choosing one of a collection of 16 wizards, adventurers, warriors and thieves to start their team. Each has differing abilities, but you can strengthen your party by recruiting three of the heroes who are wandering around the first tower.



▲ *The options screen.*

Character manipulation is very important in *Bloodwych*, and a set of menus lets you pump other characters for useful information, trade, bribe, threaten, insult and praise. When you've got your team together, you can separate them with a *WAIT* option, which leaves characters behind. You can then use the *VIEW* command to flip between different characters, letting you take only your strongest characters into battle, or maybe fiddle with switches on the wall in one location while simultaneously checking their effect in another.

In battle, all the characters present participate in attack rounds, and the damage done to the attackee is represented by lost health points. There are weapons lying around all over the place, and using them in battle is just a matter of placing them in the right inventory slot and clicking on the attack icon.

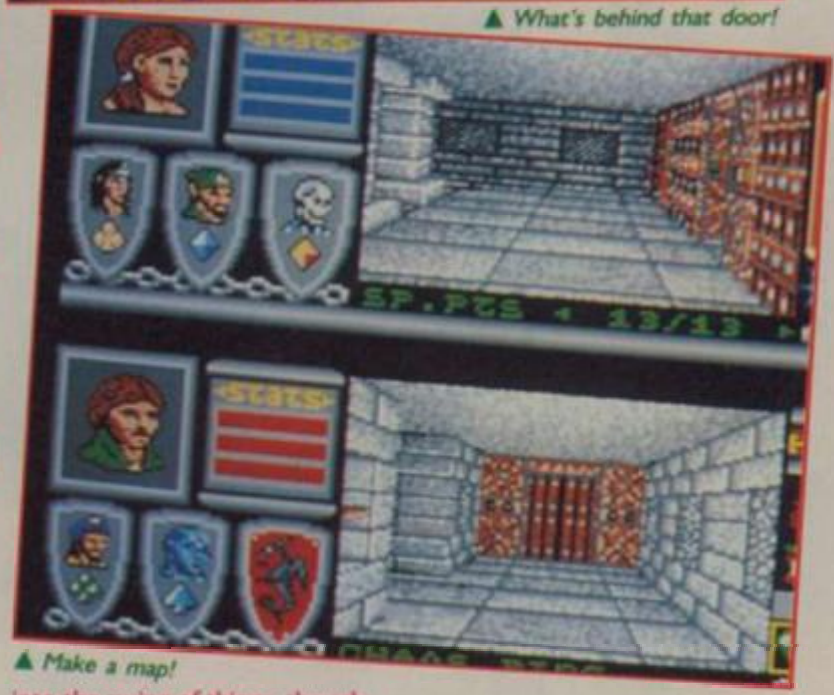
As well as having cold steel to fight with, there are magical weapons and spells available. Heroes earn Missile and other spells as their experience level

▲ *The two players face on another.*

▲ Aaaagh! It's big, blue and beastly!

▲ What's behind that door!

WYCH



▲ Make a map!

increases and they're then used by clicking on the runes in a spellbook.

By now the similarities to *Dungeon Master* must be obvious, and even though the programmer denies that was his inspiration, I'm afraid comparisons are bound to be drawn.

The main area where the comparison with *Dungeon Master* works against *Bloodwych* is in the atmosphere stakes. The action in *Bloodwych* accelerates slowly so it's not going to grab you straight away, and the small size of the individual screens means that the artist hasn't been able to produce character and monster graphics half as frighteningly realistic as the beasts in *DM*.

Because most of the game is set in bare corridors rather than distinct rooms, it's really easy to get lost, so mapping is essential if you don't want to spend hours wandering around in circles. Once you've done that and got into the swing of things, though, the flexibility and logic behind the options suddenly becomes quite impressive, and the character manipulation element comes into its own.

Exploring *Bloodwych* with someone else is good fun, and the dual-player mode works quite well, allowing you free rein to pool your efforts, compete ferociously or do both. It's a shame that there aren't any puzzles in which two players have to co-operate, but I guess that would have spoilt the game for solo players.

PAUL GLANCEY

▲ What's this then!

UPDATE

Gameplay will be the same across Spectrum, Amstrad and ST formats, but the 16 bit games have digitised sound and, of course, smarter graphics.

C64	£8.99
Weaker sound and murkier graphics, but the gameplay is fundamentally the same on the C64 as it is on the Amiga.	
OVERALL	**79%**

AMIGA	£24.99
GRAPHICS	61%
SOUND	83%
VALUE	80%
PLAYABILITY	81%
Role players who don't care about flash graphics should love Bloodwych but, unlike *Dungeon Master*, it won't hold equal appeal for more mainstream gamers.	
OVERALL	**81%**

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EPYX

AMIGA TOP 20

1	(2)	Populous	EA	94%
2	(-)	Lords of the Rising Sun	Mirrorsoft	88%
3	(-)	Blood Money	Psyclapse	85%
4	(5)	RAC Rally	Database	83%
5	(-)	Soccer	Microprose	88%
6	(-)	Forgotten Worlds	US Gold	92%
7	(-)	Gunship	Microprose	89%
8	(1)	Falcon	Mirrorsoft	93%
9	(5)	Kristal	Prism	79%
10	(3)	R-Type	Activision	83%
11	(-)	Kick Off	Anco	84%
12	(11)	Operation Wolf	Ocean	91%
13	(-)	Silkworm	Virgin	87%
14	(-)	Millennium 2.2	Activision	88%
15	(10)	Sword of Sodan	Gainstar	85%
16	(4)	Super Hang-On	Activision	91%
17	(14)	Space Harrier	Elite	82%
18	(-)	Outrun	US Gold	78%
19	(-)	Voyager	Ocean	85%
20	(8)	War in Middle Earth	Melbourne Hse	86%

Loads going on in the top ten, but Populous pops into the number one slot. Lords of the Rising Sun, and Blood Money smash straight into the number two and three slots respectively — the fight is on. Forgotten Worlds and Gunship are also looking good . . .

JULIAN'S TIPS

LICENCE TO KILL: Bond is sure to shoot into the charts by next month.
XYBOTS: A superior coin-op conversion — a chart hit for sure.
DATASTORM: Amazingly addictive and playable — by rights this should be a number one.
TEST DRIVE II: Amiga racing freaks should drive this up the charts.

OUTSIDE BET

RICK DANGEROUS: Fun, fun, fun! This fabbo game has just got to chart!

ATARI ST TOP 20

1	(1)	Populous	EA	94%
2	(-)	Robocop	Ocean	90%
3	(-)	Soccer	Microprose	88%
4	(-)	Dragon Ninja	Ocean	81%
5	(-)	Voyager	Ocean	83%
6	(12)	Kick Off	Anco	84%
7	(2)	F-16 Combat Pilot	DI	79%
8	(4)	Falcon	Mirrorsoft	93%
9	(-)	Millennium 2.2	Activision	88%
10	(11)	Pacland	Grandslam	76%
11	(-)	Running Man	Grandslam	51%
12	(19)	Vindicators	Domark	87%
13	(-)	Forgotten Worlds	US Gold	87%
14	(-)	Battlechess	EA	82%
15	(-)	Honda RVF	Microprose	80%
16	(5)	RAC Rally	Database	83%
17	(-)	Fun School II	Database	78%
18	(6)	Barbarian II	Palace	96%
19	(13)	Operation Wolf	Ocean	91%
20	(-)	Airbourne Ranger	Microprose	80%

Four new entries in the top five. Populous still holds onto the number one position — but for how long? Kick Off leaps into the top ten, and there are plenty of new releases ready to do the same next month.

JULIAN'S TIPS

XYBOTS: Domark's fine conversion should break into the top 20.
LICENCE TO KILL: This great film tie-in should ride high.
OUTRUN: Out for a tenner — it's bound to re-enter.
SILKWORM: Shoot 'em up fans should ensure this a chart position.

OUTSIDE BET

RICK DANGEROUS: The best ST platform game — surely a winner?

HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We hope you agree.

ALL FORMA

Another high new entry — Populous, in at three.

Robocop — 18 weeks at number one and still going strong.

Microprose Soccer blisters into the number two slot.

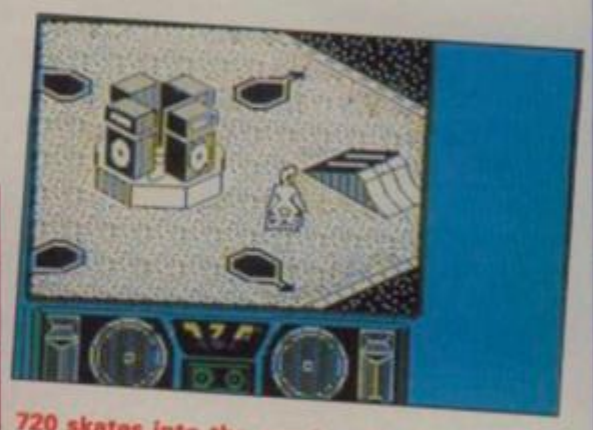
Operation Wolf sinks fast, dropping eight places.

		GAME	COMP
1	(1)	ROBOCOP	OCEA
2	(-)	SOCCER	MICR
3	(-)	POPULOUS	EA
4	(2)	TREASURE ISLAND DIZZY	CODE
5	(3)	TURBO ESPRIT	ENCO
6	(-)	720	KIXX
7	(4)	DRAGON NINJA	OCEA
8	(-)	FAST FOOD	CODE
9	(7)	GHOSTBUSTERS	MAST
10	(12)	RUN THE GAUNTLET	OCEA
11	(9)	EMLYN HUGHES SOCCER	AUDI
12	(-)	SAS COMBAT	CODE
13	(5)	OPERATION WOLF	OCEA
14	(-)	1942	ENCO
15	(-)	ROAD RUNNER	KIXX
16	(13)	SHANGHAI WARRIORS	CODE
17	(14)	SPY HUNTER	KIXX
18	(-)	BOMBJACK	ENCO
19	(-)	SUBWAY VIGILANTE	PLAY
20	(-)	POSTMAN PAT	ALTER

This month Robocop breaks the chart record with 18 consecutive weeks at number one, formerly held by that ancient 1984 Compilation, soft Aid. But how much longer will it last — Microprose Soccer and Populous leap

ATS TOP 20

OMPANY	SPEC	AMS	C64	ST	AMI
CEAN	●	●	●	●	●
ICROPROSE	●	●	●	●	●
A	—	—	—	●	●
ODE MASTERS	●	●	●	—	—
NCORE	●	●	●	—	—
IXX	●	●	●	—	—
CEAN	●	●	●	●	●
ODE MASTERS	●	●	●	—	—
ASTERTRONIC	●	●	●	—	—
CEAN	●	●	●	●	●
UDIOGENIC	●	●	●	—	—
ODE MASTERS	●	●	●	—	—
CEAN	●	●	●	●	●
NCORE	●	●	●	—	—
IXX	●	●	●	—	—
ODE MASTERS	●	●	●	—	—
IXX	●	●	●	—	—
NCORE	●	●	●	—	—
LAYERS	●	●	●	—	—
LTERNATIVE	●	●	●	—	—



720 skates into the number six position.

Run the Gauntlet creeps up two positions to ten.

Ghostbusters drops two to number nine.

Encore! Encore! 1942 is a re-release re-entry at 14.

straight into two and three respectively, and both look good for the top slot. Beneath them, some of the older games begin to sink, leaving it wide open for the myriad of budget games which are all climbing fast.

C64 TOP 20

1	(1)	Robocop	Ocean	81%
2	(3)	Emlyn Hughes' Soccer	Audiogenic	94%
3	(2)	Dragon Ninja	Ocean	83%
4	(-)	Turbo Esprit	Encore	46%
5	(-)	League Challenge	Atlantis	78%
6	(8)	Super Cycle	Kixx	87%
7	(5)	World Games	Kixx	97%
8	(4)	In Crowd	Ocean	94%
9	(13)	Werewolf	Mastertronic	78%
10	(-)	ADV Pinball Sim	Code Masters	55%
11	(-)	Ace II	Cascade	79%
12	(-)	The Double	Alternative	44%
13	(6)	Wec Le Mans	Imagine	41%
14	(-)	Football Manager II	Addictive	80%
15	(-)	Joe Blade II	Players	81%
16	(-)	Gun Boat	Alternative	64%
17	(10)	Operation Wolf	Ocean	92%
18	(-)	Ghostbusters	Mastertronic	85%
19	(-)	Shanghai Warriors	Players	61%
20	(9)	Afterburner	Activision	68%

Plenty of new entries, but Robocop is *still* hogging the top slot, fighting off a strong challenge from the budget coin-op conversion, 720. Postman Pat crashes into the number six slot with his black and white cat. Will they get to number one . . . who knows.

JULIAN'S TIPS

PHOBIA: Mirrorsoft's ace blaster deserves to chart.
LICENCE TO KILL: The fourth James Bond game looks good . . .
RICK DANGEROUS: A superlative platform romp that'll do the business.
CITADEL: A brilliant C64 game — watch it hit the top.

OUTSIDE BET

ENCOUNTER: A classic re-release shoot 'em up, chart-bound fer sure.

SPECTRUM TOP 20

1	(1)	Treasure Island Dizzy	Code Masters	75%
2	(-)	Soccer	Microprose	88%
3	(2)	Robocop	Ocean	95%
4	(-)	Fast Food	Code Masters	59%
5	(3)	Cup Football	D&H Games	81%
6	(4)	Turbo Esprit	Encore	89%
7	(-)	Run the Gauntlet	Ocean	83%
8	(-)	720	Kixx	81%
9	(5)	Emlyn Hughes Soccer	Audiogenic	93%
10	(-)	Running Man	Grandslam	57%
11	(-)	Bombjack	Encore	82%
12	(-)	Leaderboard	Kixx	81%
13	(-)	Subway Vigilante	Players	51%
14	(-)	Spy Hunter	Kixx	79%
15	(-)	Road Runner	Kixx	78%
16	(6)	Soccer Star	D&H Games	84%
17	(9)	Shanghai Warriors	Players	79%
18	(-)	1942	Encore	72%
19	(18)	SAS Combat	Code Masters	79%
20	(8)	Renegade III	Ocean	84%

Plenty going on, but Treasure Island Dizzy is still there. Why, I don't know. Microprose Soccer is a strong contender for the number one slot, but there are plenty of Kixx goodies ready to give it a good run for its money. The Encore games are also showing a very strong budget presence — watch out for them.

JULIAN'S TIPS

LICENCE TO KILL: Bond is headed for the charts yet again.
XYBOTS: This brilliant conversion is a sure-fire chart stormer.
RICK DANGEROUS: A superb platform game that's destined for stardom.
SILKWORM: Watch this wriggle into the charts.

OUTSIDE BET

ZYBEX: The best budget blaster around — it'll chart.

C+VG STAFF CURRENT GAME OBSESSIONS

GRAHAM TAYLOR: STUNT CAR, SAVAGE, R-TYPE
JULIAN RIGNALL: DATASTORM, RVF HONDA, WINNING RUN (ARCADES), GAME BOY
PAUL GLANCEY: DUNGEON MASTER, TWIN HELI, SUPER MARIO BROS II

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Mr Heli is available from all good software stores now. Commodore Amiga, Atari ST price £24.99, Commodore 64, Spectrum and Amstrad cassette price £9.99, Disk price £14.99.

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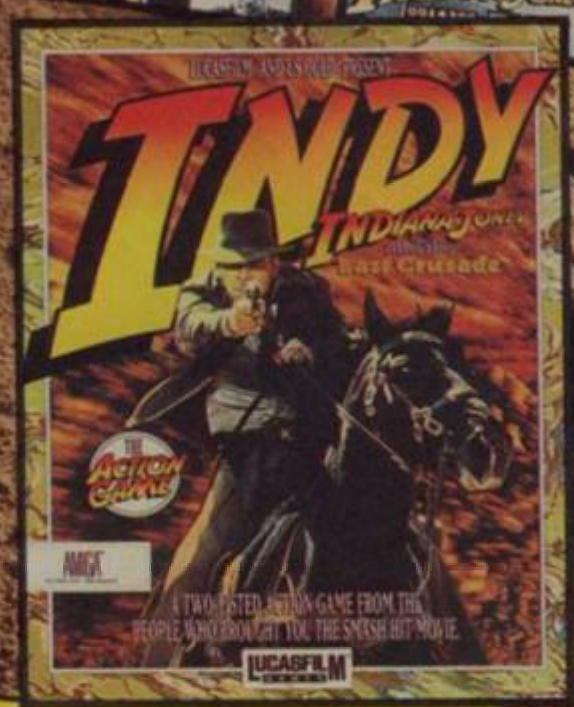
The Man with the Hat is back!

INDY

INDIANA JONES and the Last Crusade

SCREEN SHOTS FROM VARIOUS FORMATS



Whip those bad guys ... as only Indy can! Relive the greatest action scenes from the greatest Indy movie of them all.
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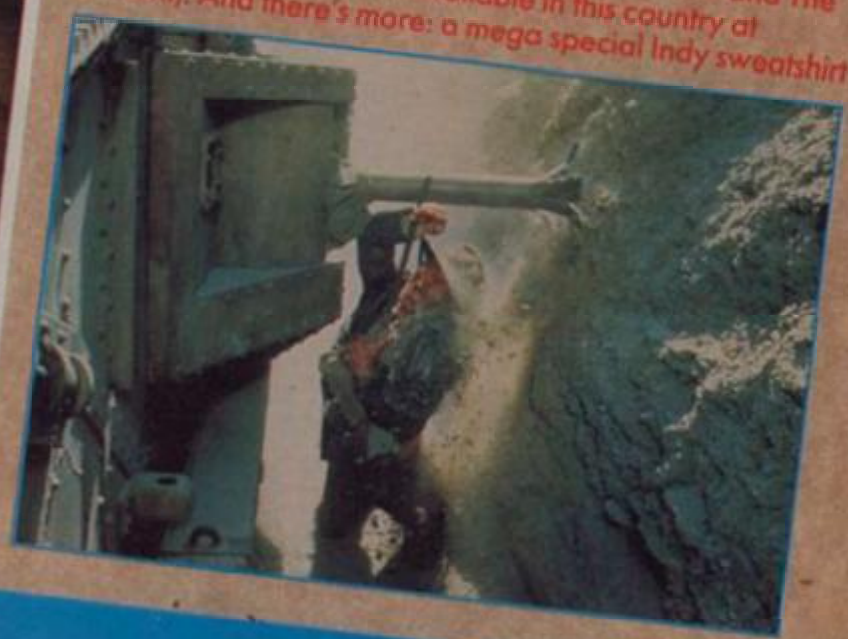
COMPO

WHIP CRACK

What with the Indiana Jones III film breaking more records than a mad bull in an HMV Megastore, and the two Indy games ready to take the computer world by storm, US Gold have decided to get together with us here at C+VG and organise the ultimate Indy competition.

Up for grabs is a fab 'n' groovy video cassette recorder (that's a VCR to you boffs out there) PLUS all three Indy videos: Raiders of the Lost Ark, Temple of Doom and The Last Crusade (which is unavailable in this country at present). And there's more: a mega special Indy sweatshirt



IP AWAY

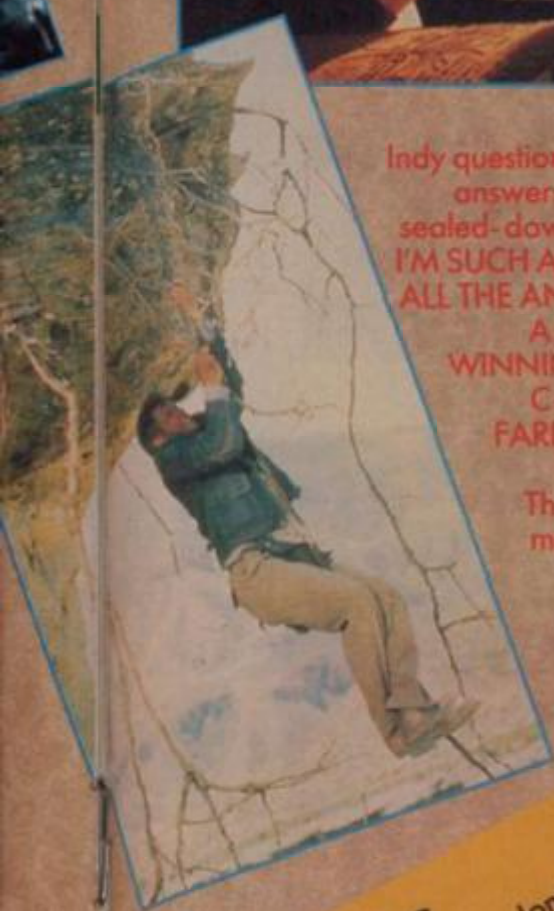
so you can wear 'n' watch, an Indy book, a film poster AND an Indy game. Cool

And if you don't win, you can take heart in the fact that there are 15 runners-up prizes of Indy mega-packages of games, books, sweatshirts and posters. Double cor, with a side salad!

So what have you got to do to win these grand prixes? Well, we just want you to answer the following

Indy questions. it's as simple as that. Put the answers on the back of a postcard or sealed-down envelope and send it off to: I'M SUCH AN INDY FAN THAT I'VE GOT ALL THE ANSWERS RIGHT AND STAND A PRETTY GOOD CHANCE OF WINNING THAT FAB VIDEO COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

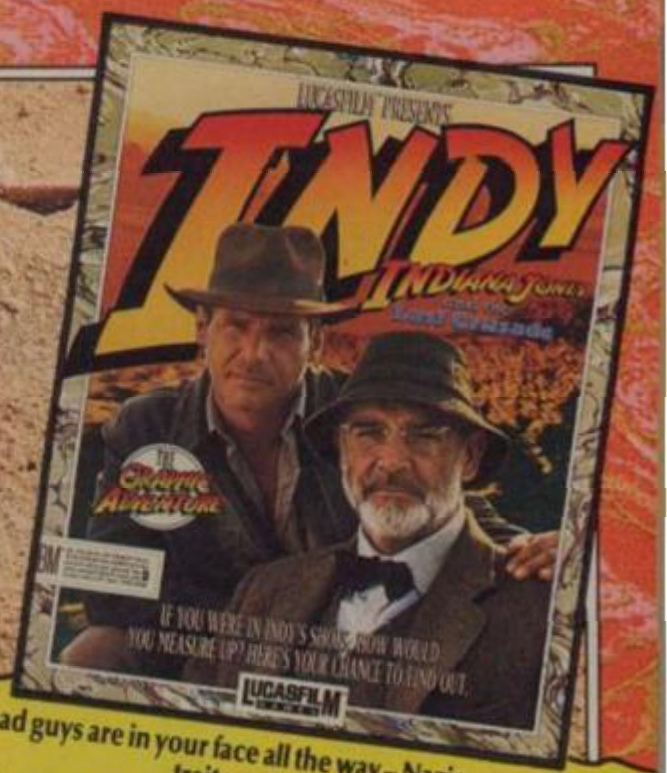
The closing date is August 20, so make sure you post your entry a couple of days before that day.



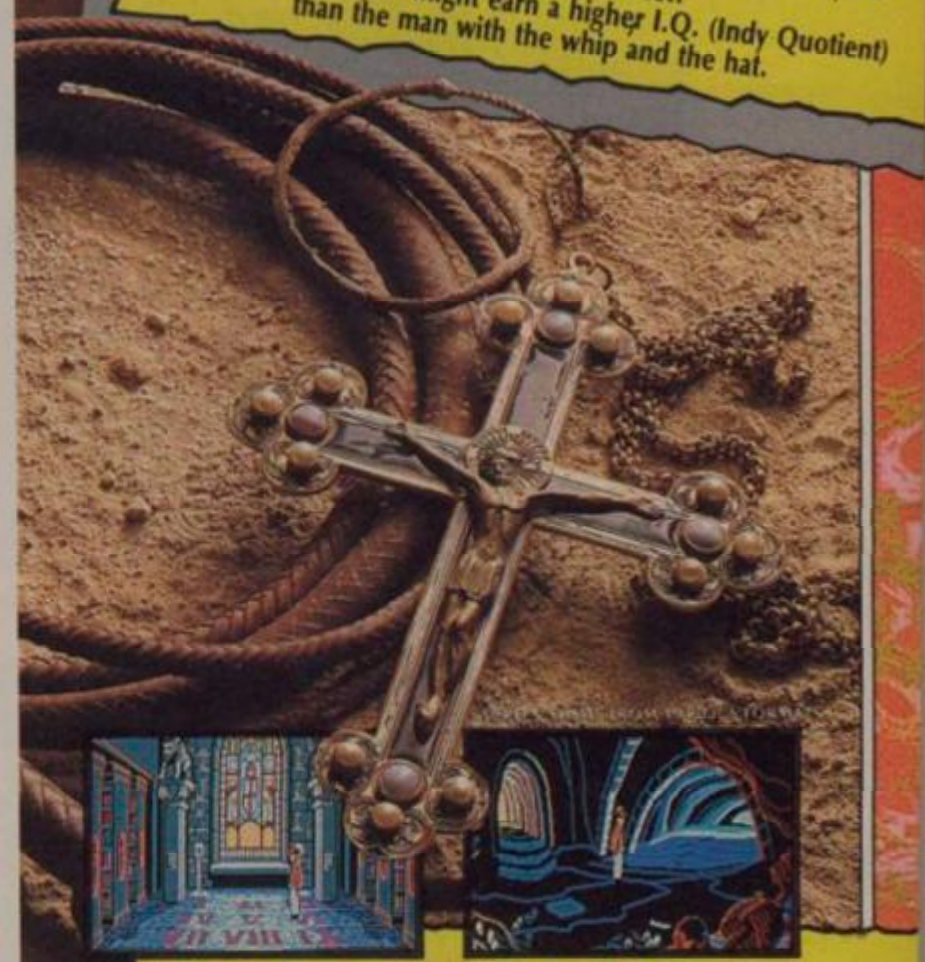
THE QUESTIONS

1. Which actor plays Indiana Jones.
2. What is the name of the character Denholm Elliot plays.
3. Which famous actor plays Indy's dad.
4. Which creature does Indy hate.
5. What was the name of Indy's young partner in The Temple of Doom.

The first correct entry pulled out of an Indy hat will win its sender the prize, and the next 15 get the runners-up packages.



The bad guys are in your face all the way – Nazis, mercenaries, traitors and spies.
Not to mention everything the Luftwaffe can throw at you.
Can you handle the rest?
If you can, you just might earn a higher I.Q. (Indy Quotient) than the man with the whip and the hat.



- *Visit dozens of locations not seen in the movie.*
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And this time he's bringing his Dad!

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LUCASFILM™ GAMES

JAWS

BY SCREEN 7

Do you find slimy subaquatic sea-creatures with huge pointy teeth appealing? If so, Screen 7 have got the game for you.

Jaws is based on the film and book of the same name, itself now a bit long in the tooth (nearly 15 years old), starring a HUGE Great White shark that's making Minced Morsels out of innocent bathers.

The game casts you in the role of Brody, the Chief of Police on the island resort of Amity, and the man responsible for dealing with this naughty fish. This task is made a tad tougher because some fool has gone and broken your best shark-killing gun into four pieces and thrown it in the coastal waters around the island.

The action is divided up into two parts, the first of which involves finding the gun. Once you've selected one of six coastal regions to search, you can launch the vessel and begin pumping death into the watery wildlife, which for some reason doesn't like you.

The second part of Jaws involves an undersea showdown with the nasty people-gobbler itself. Once you've assembled your gun, a diver is placed in one of Jaws' territories, and has to find and kill it (three hits) within 80 seconds.

Everything is made worse in the 16-bit versions because Mayor Vaughn, being stupid, wants to keep the beaches open even with a shark around. You can close them down, but this could mean you lose your job; however, leave too many open and there's more chance of a bather becoming shark-meal. If enough swimmers get chomped, the mainland authorities decree it's game over.

Jaws could have been a lot better. The exploration is all a bit dull, the enemies are annoyingly tough to begin with and there's nothing to break up the monotony of shooting and searching apart from the occasional scream and cut-scene of someone being eaten.

Not the kind of game you'd want to launch a new label on, and definitely not the kind of game you should shell out twenty quid for.

GORDON HOUGHTON

▲ *On the hunt for the great white shark.*

▼ *Gone Fishing...*

UPDATE

Screen 7 plan to unleash Jaws across all formats for £9.99 (8-bit), £19.99 (Amiga) and £24.99 (PC). The 8-bit versions won't have the map screen, but apart from that gameplay should be much the same, sadly.

ST	£19.99
GRAPHICS	48%
SOUND	25%
VALUE	40%
PLAYABILITY	44%

Lacking in addictiveness, decent graphics and atmospheric sound, ST Jaws is also unoriginal. Mildly enjoyable for a very short while, its limited appeal soon dies.

OVERALL	43%

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MR HELI

BY FIREBIRD

C+VG HIT!

▲ *Another missile and that precious crystal can be yours.*

Thwoppa thwoppa thwoppa to you too, you little Heliman. Yes, there's one thing that's sure when an arcade machine hits the streets, and that's the conversion will appear shortly after.

Mr Heli is an Irem coin-op, and a very sweet one it is too. Unlike the raw thrash metal power of R-Type (another Irem coin-op), the hero of Mr Heli is a cute little chap, with little short legs and a *small prop on the top of his head.* The tone of the game is less R-Type and more New Zealand Story (ie. CUTE).

The aliens you shoot are cute, the scenery is cute, the damn explosions are cute! By far the most cute thing about Mr Heli is the cute music, a sort of wild eyed "gosh aren't we having a

▼ *ERK! Bombs galore on the Spectrum version!*

▲ *Mr Heli meets the level one boss!*

SPECTRUM £9.99

Monochrome graphics, but all the thrills and excitement of the Amstrad version.

OVERALL 84%

C64 £9.99

Loads of action, colourful graphics, a thumping good tune and oodles of playability. In short, a great blaster.

OVERALL 86%

good time, chaps" Caribbean bop.

Conversion-smiths of this Microprose sure-fire hit are Probe, and this was apparent to me even before the credit came up on the screen. The title page has the same balls on it as Firebird's Savage, also by Probe. I must say I find their overstippled "more colours for less graphics" a bit weird myself, but they look alright and do the job on the Amstrad version anyway.

You control Mr Heli, who hovers or walks along the scenery. In hover mode he fires bullets out of his gun, plus he launches missiles out of the top of his head, which is very handy for wasting aliens which drop down from above, or breaking power-up crystals out of the rocks in the cave roof.

When in walking mode, he still fires bullets, but also lobs apple bombs. Yes, apple bombs (what are these Japanese game designers on?), little explosive Golden Delicious which ignite on contact with the ground or aliens, and make that nicely animated explosion.

After blasting through the levels, Mr Heli meets with a big alien (no surprises there) which he has to zap a LOT until the baddie pegs out. Then it's onto the next level.

I like Mr Heli, although at the beginning I thought it was just the sort of thing I'd hate. But you know, even a hard nut like me has a soft centre. It's a good cheerful game, and a brilliant blast to boot.

▲ Watch out for that rogue chopper!

All computer conversions have three long levels of the coin-op, and the C64 has the added bonus of an extended third level combining features from other levels of the arcade machine.

PHIL SOUTH

UPDATE

The Amiga version is available soon, sporting fabbo tune and slightly better graphics than the ST. Look out for it.

ST	£19.99

Virtually the same graphics as the arcade machine, and it's just as playable. Highly recommended to shoot 'em up fans.

OVERALL	84%

AMSTRAD	£9.99
GRAPHICS	83%
SOUND	56%
VALUE	82%
PLAYABILITY	86%

A cute and solid shoot 'em up with lots of trigger-happy action, but not so hard that you bomb out first go. A corking good design, but it's a good job you can turn the sound down — that tune really gets on your nerves.

OVERALL	86%

▲ Up, up and awaaaay!

▶ No nasties about? Now's your chance to blast them.

▲ Sold out!! Now you'll never get those turbo napalm cluster bombs!

▶ Mr Heli meets the level one boss! Yes, again!

ALTON TOWERS

A BLACK WHOLE LOT OF FUN

SIX PAIRS OF TICKETS TO ALTON TOWERS FOR GRABS

Empire have decided to celebrate the launch of their brand new 16 bit arcade adventure, Sleeping Gods Lie, with a brilliant competition.

Up for grabs are six pairs of tickets to Alton Towers, so you and a chum can go and sample the delights of the Black Hole, the Corkscrew and all the other goodies that Alton Towers has in store.

So if you're not a girlie nancy who hasn't the guts to have a go on some of the best rides in Britain, enter this comp and see if you can win a mega day out.

What we want you to do is answer the following divine questions. When you've got them right, send them in on a postcard or on the back of a sealed-down envelope to: I WANNA THROW UP IN THE BLACK HOLE COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And make sure your entry arrives before August 25th.

THE QUESTIONS

1. Who is the chief Greek God.
2. Who is the chief Viking God.
3. Who is the Greek God of the sea.
4. Who is the Viking God of thunder.
5. And what's the name of this God's hammer.

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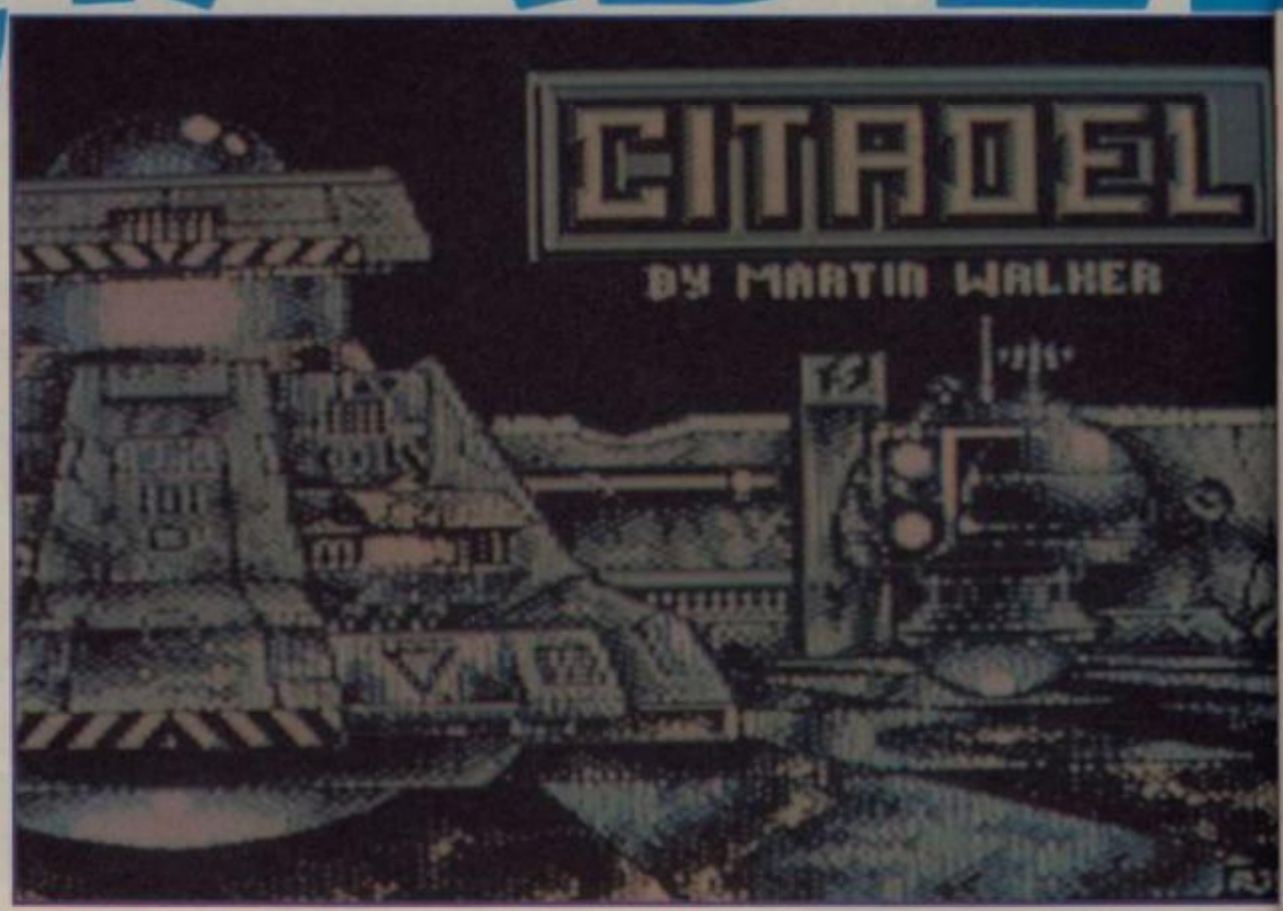
BY ELECTRIC DREAMS

CITADEL



After a year and a half's absence from our screens, programmer extraordinaire, Martin Walker, is back with *Citadel*, the unofficial sequel to *Hunter's Moon*. It's a shoot 'em up with strategic undertones, in which the player penetrates eight abandoned cities in an attempt to recover ancient and valuable technological artifacts left behind by a long-dead civilisation.

You control a small robo-drone called Monitor which stalks the two labyrinthine floors of each Citadel, searching for the route which will take him to the innermost Citadel where the techno-goodies are kept. Unfortunately for Monitor, the network isn't entirely dead — its robot defence systems are still operational, which means he's going to have to fight tooth-and-laser to succeed.

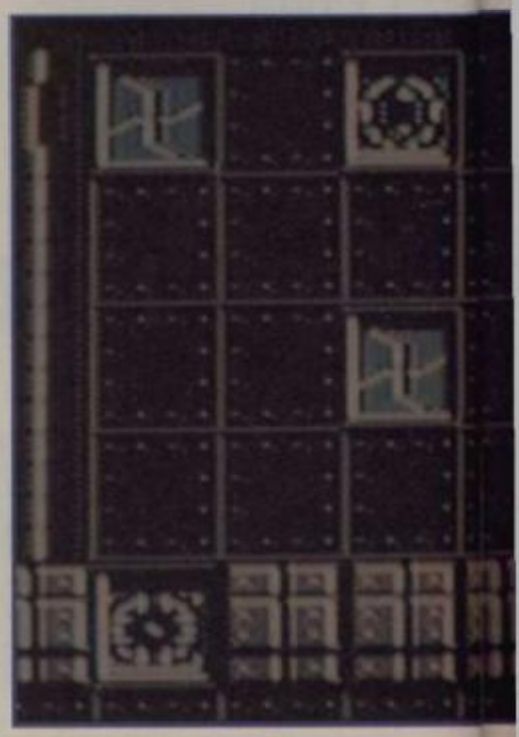
As Monitor crawls the streets, his presence activates trapdoors in the floor which open up to release defence droids and traps. Now, the clever part is this. As well as being able to shoot in eight directions, you can double click the fire button and go into capture mode. Move the capture probe over an enemy robot and release the fire button to take control of it. The robot moves next to Monitor and it can now be moved around him to shield him from enemy fire or to ram opposing droids, but you can shoot through it, which is handy. You can also temporarily "capture" traps, and prevent them from firing at you.

The droids come in eight dangerous flavours, the variety lying in the way they move and the directions they fire. The poxier ones can only shoot in four directions, either diagonally or vertically and horizontally, so it's easy to BLAM them on their unprotected sides. The more sophisticated droids fire in eight directions or shoot homing missiles, so it's best to stay out of their way until you've captured a shielding droid, then you can position it between Monitor and them then make a strafeing run with the fire button held down.

Getting shot and capturing objects uses up precious energy, and of course, if Monitor runs out of juice, he loses a life. Luckily, the trapdoors don't just hide traps and robots. Monitor can top up his energy level by capturing an energy capsule, and upgrade his armament to bi-directional, burst, and three-way fire with a weapons capsule. Certain trapdoors contain switches to deactivate deadly force beams which block the entrance to parts of the maze, and others are elevators which take Monitor between the Citadel's two floors.

This switching between floors is an essential part of the game, because the elevator route is often the only way into otherwise locked parts of the maze. It's definitely worth making a map if you want to make any progress beyond the second level — traps are always in the same place.

At the start, things are fairly easy, but the going soon gets tough, with all hell breaking loose



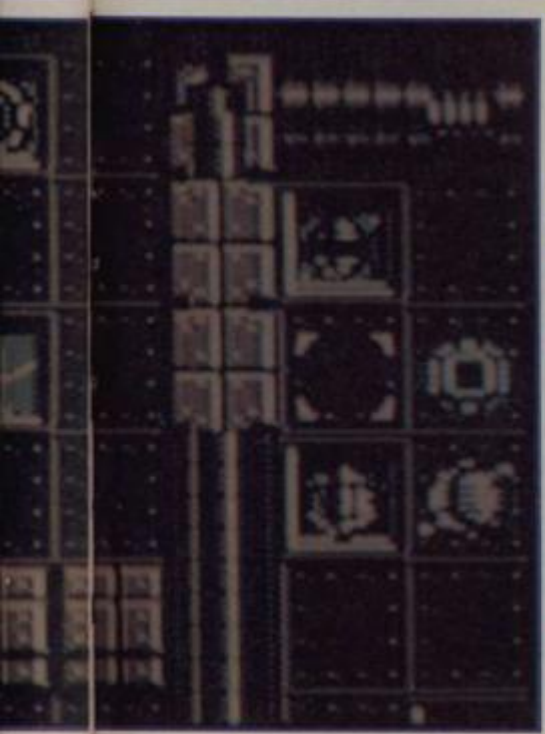
C+VG HIT!

on the last few levels — your reflexes are certainly tested to their limits!

If you manage to complete all levels, you play them again, only traps are random, so you never know what's going to spring out in front of you. Advanced players also have the option to switch the random mode at the start of the game.

Oh, God — closing paragraph time. Graphics — thoroughly gorgeous. The guy behind *Armalyte*'s scintillating sprites has produced similarly superb, sinister graphics for *Citadel*. Equally sinister is Martin Walker's own music, which features dead powerful bass riffs, and the robo-sound effects are just soooo atmospheric! It's all ripping stuff, and anyone with half a trigger finger should snap this little beauty up before . . . well, before the shops sell out, I suppose.

PAUL GLANCEY



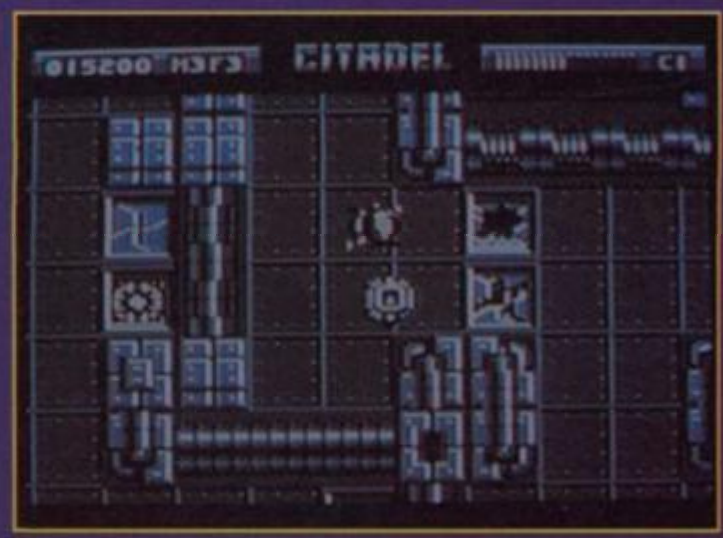
UPDATE

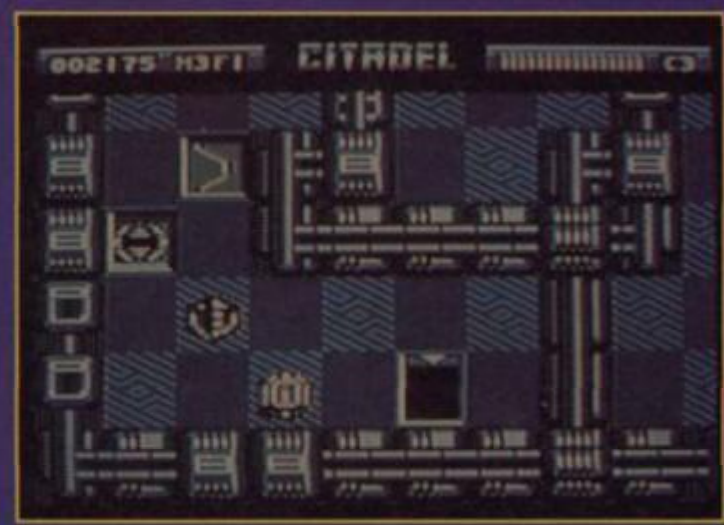
No firm plans for other versions as yet, but Electric Dreams haven't ruled out the possibility.

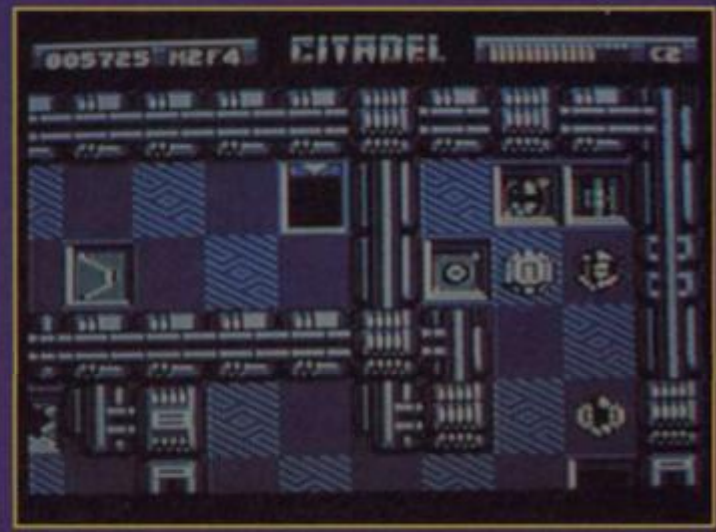
C64	£9.99
GRAPHICS	85%
SOUND	86%
VALUE	84%
PLAYABILITY	85%

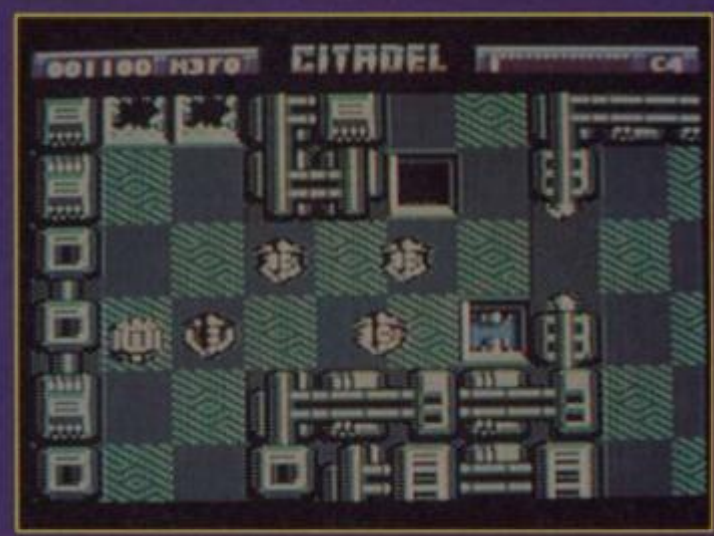
Very classy thinking shoot 'em up. Give that programmer a cigar.

OVERALL	87%









CHIC SHOW

Chicago: home of the deep-dish pizza, big-time extortion and the Summer Consumer Electronics Show, where all the leading technocrats gather each year to sell to the shops what the great American public is going to be buying at Christmas. And that means it'll be in Dixons this time next year! John Cook reports.

First thing — it's big. Did I say big? What I mean is REALLY BIG! Ever been to the PC Show at Olympia? That's about 20% the size of the CES — mind you, CES doesn't just include computer games. There's just about every sort of electronic thingy you could think of, plus a good few others more off the wall!

But first the computery bits. All the big American software houses had some kind of stand on the Show Floor, apart from the odd one or two who shacked out at glitzy hotel suites — like Cinemaware.

The guys at CW were showing the first bits of It Came From The Desert to an expectant world — and the world went away impressed with both it and their new label, Spotlight Software. One of the first releases on SS is Speedball — it'll be interesting to see how that does on the other side of the pond.

Highlights on the floor itself? Mindscape (showing a new Harley Davidson tie-in plus some Star Trek V graphics) look in good shape. Spectrum Holobyte, having run out of machines to convert Falcon to were showing PC 'Vette — a simulation where you cruise around the streets of San Francisco, all with nice filled vectors. That looks very good.

Broderbund had a game by a small firm called Maxis, cleverly billed Sim City. It's a city building and management simulation — but before you go reaching for the sick bag, it's all done with wonderfully animated graphics and the management includes trying to contain and clean up after an attack from a mutant dinosaur!

▲ *Battle Tech - the multiplayer arcade game.*

▲ *The CES show is simply massive*

Dominating the proceedings in the home computer hall, however, were the games consoles, old and new.

On the hand-held front, there were two launches — the official launch of the Game Boy from Nintendo and completely overshadowing this, the surprise announcement of a colour hand-held machine from Atari.

The colour machine (see in-depth look on page 8) has a colour LCD display, while the Game Boy's mono LCD looks decidedly unexciting beside it. At 16MHz the Atari both looks fast and plays fast. Even though it's touching on twice the price, it's a whole generation ahead of the Game Boy.

There were new consoles too — or rather American versions of the newer Japanese consoles, sporting new boxes, new logos and new names.

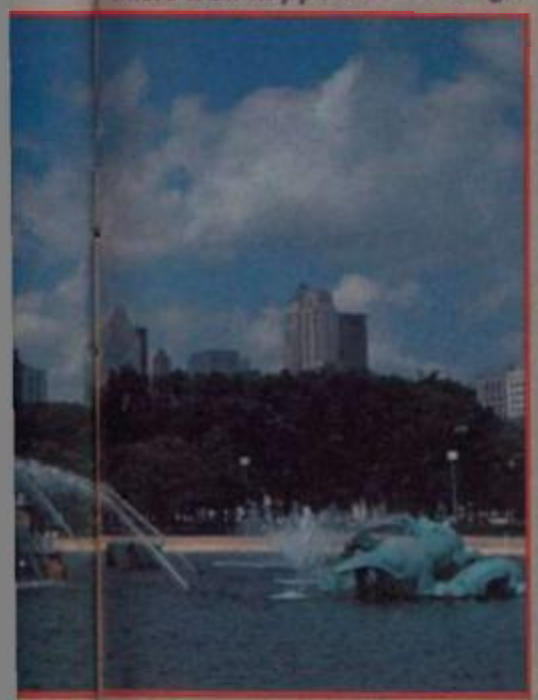
The Sega Megadrive has

▼ *TeleGenesis - the Sega modem.*

CAGO WTIME

ssive...

▼ *Where it all happened - Chicago.*



able to play music for games and down-load graphics, etc. Could be impressive, but at $399 it's just as well it doubles as an ordinary CD player!

The Star of the Show had to be the old 8-bit Nintendo, which occupied as much floor space as the rest of the computer people combined! This stand was made up of Nintendo itself and the loads of third-party developers who are producing games and add-ons for the machine.

It's hard to realise how successful the Nintendo has been in America and Japan — and infuriating for developers as the machine is really very primitive and limited compared with most home micros and other consoles. But with a $1.7 Billion share of the total games market of $2.3 Billion in the US, you can't ignore it!

▲ *The US 16 bit Sega is called The Genesis*

suddenly become the Genesis. This is the baby that is clearly ahead of everyone else in technological wizardry. A 68000-based machine — like the ST and Amiga — it's going on sale in the US for about £199 but it's got the specs to match the price. How about a 512 colour display?

Sega appear to have cracked the software problem as well, with loads of developers lining up to write for such a hi-tech dream... they expect to have 15 titles out by Christmas (more info on page 103).

It's also produced an new add-on not seen before, TeleGenesis — a modem that lets you play with someone in another town, or another country!

NEC has put the PC Engine in a bigger box and called it the TurboGrafx-16. Why a bigger box? Because everything is bigger in America, natch. At the same time, there's a CD-ROM add-on for the machine which will be

Most interesting developments? Cartridges with battery-backed RAM, so you can save positions in adventures, and some novel user interfaces. We've become used to the floor pad that's used to control some Nintendo games, but how about the Power Glove? You put this over your hand and control the game with the movements of your arm!

▲ *The awesome Power Glove.*

Another unusual control method is the U-Force. This one is weird! You set up this mirror-like apparatus, and find that waving your hands in front of it controls what's going on in the game. Spooky!

Last, and by no means least, the most interesting development of the show had to be the Battle-Tech system. This is a proposed system whereby 16 sit-in units, each representing the cockpit of a giant robot are linked together in, say, an arcade, and you all get to play the same game — a giant robot battle in a huge arena. It could be the ultimate computer game experience.

Watch for more details next month.

▼ *An impressive exhibit - the in-car stereo.*

▲ *Will you launch?*

CONFLICT IN EUROPE

BY MIRRORSOFT

JULIAN RIGNALL

The unthinkable has happened. The massed army of the Warsaw pact is gathering along the borders of Eastern Europe, and in West Germany, NATO forces are being mobilised. Missiles are at the ready, and the world watches and waits . . .

What would you do in this situation? Well, here's your chance to find out with Mirrorsoft's thrilling new war game, Conflict Europe, which is basically a follow-up to PSS' highly acclaimed Theatre Europe.

Normally, the mere sight of a war game is enough to send me away screaming, but there's something about Conflict Europe that is incredibly appealing. For a start, it's easy to use, and utilises straightforward strategy and very atmospheric graphics and sound to produce a war game that is both addictive and very compulsive.

At the start of the game you're presented with an options screen that lets you choose sides, and select the type of game — there are plenty of scenarios based on factual data to give horribly realistic situations.

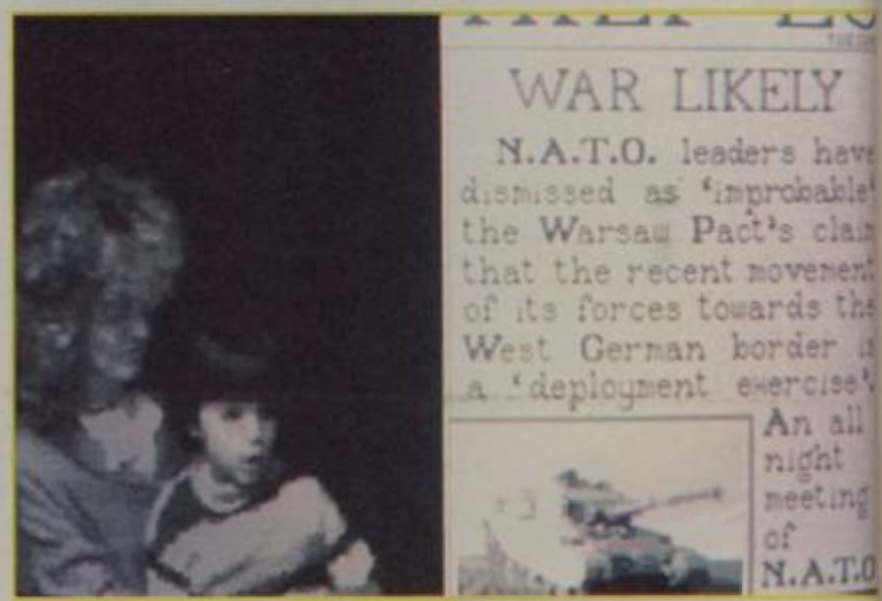
When you've chosen your game, you enter the strategic command centre, where all orders are dictated. The main display screen shows a map of Europe, with all allied and enemy units represented as boxes. Beneath them is a bank of monitors which can be selected to show population density, radiation build-up and incoming messages. You can also choose to launch a nuclear strike (there are thirteen passwords which give different strike options), engage special forces, release chemical or bacterial weapons, dictate air strikes, deploy reinforcements, or view diplomatic options (which let you negotiate terms with the enemy).

The beauty of Conflict Europe is its simplicity. Everything is brilliantly presented, and the whole thing is very user friendly, so even a novice war gamer like me can pick up and play straight away. And the programmers have compromised on the gameplay to make the game simple. The computer opponent is unnervingly intelligent, and the sheer amount of options and the many clever subtleties are guaranteed to keep you glued to your seat for months.

Fans of true war games with hexagons, complicated and convoluted strategies and three-inch thick manuals might scoff at this, but to an ardent arcade player like me, Conflict Europe is brilliant. The strategy is fun, rather than brain-numbing, and the immediate action makes for fast results, swift progress and great gameplay.

Order a launch strike on your local software retailer and take it out.

▲ *Frighteningly realistic.*



▲ *World War III breaks out.*

UPDATE

An ST version is available soon, and will boast similar gameplay, graphics and noises. No 8 bit versions are planned.

AMIGA	£24.99
GRAPHICS	80%
SOUND	81%
VALUE	78%
PLAYABILITY	83%

An exciting, atmospheric and easy-to-operate war game that will appeal to all computer users. Try it out if you fancy something a little different.

OVERALL	83%

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▲ *At the start you're winched onto the track.*

▲ *And they're off — the computer takes an early lead.*

▲ *Around the first corner the action hots up.*

▲ *And over the jump — but the opponent burns ahead.*

STU

BY MICROPROSE

C+VG HIT!

There aren't many good driving games on 16 bit at the moment — in fact, the only decent one that springs to mind is Super Hang-On. But that's all about to change with the release of Stunt Car, a driving game that's quite simply the best I've seen outside an arcade.

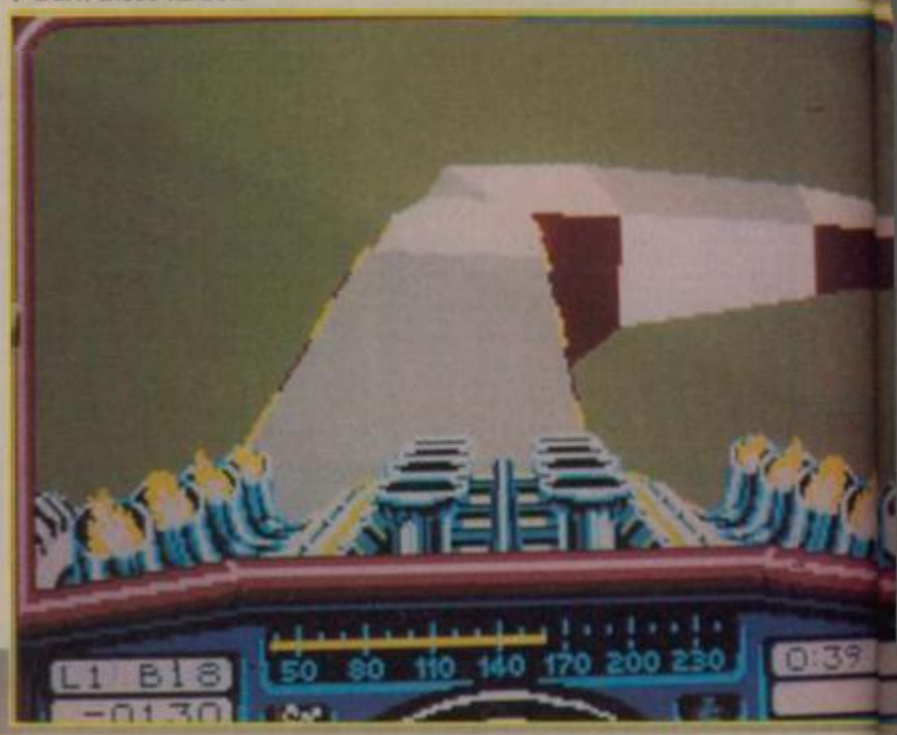
If you're a bit skeptical, let me tell you who the author is — Geoff Crammond, programmer of The Sentinel and Revs, that other marvellous racing simulation. Still skeptical? Well, I'd better tell you all about it then . . .

Stunt Car puts you in the driving seat of the eponymous vehicle, and the objective is simply to drive around a series of first-person 3D raised tracks and beat the computer opponents to get promotion from division four, where you start, to division one.

Each division has three drivers, you and two computer racers, and two tracks, and to win promotion you have to beat the other drivers on both tracks. Each race is a one-on-one affair, and you play four races to a season. The computer works out the results of the race between the two computer drivers — fortunately you don't have to watch them. Two points are awarded for a win, and a point is also awarded for completing the fastest lap.

If the car crashes off the track, time is lost while it's winched back onto the road, and it also sustains damage, indicated by cracks appearing in the framework around the screen.

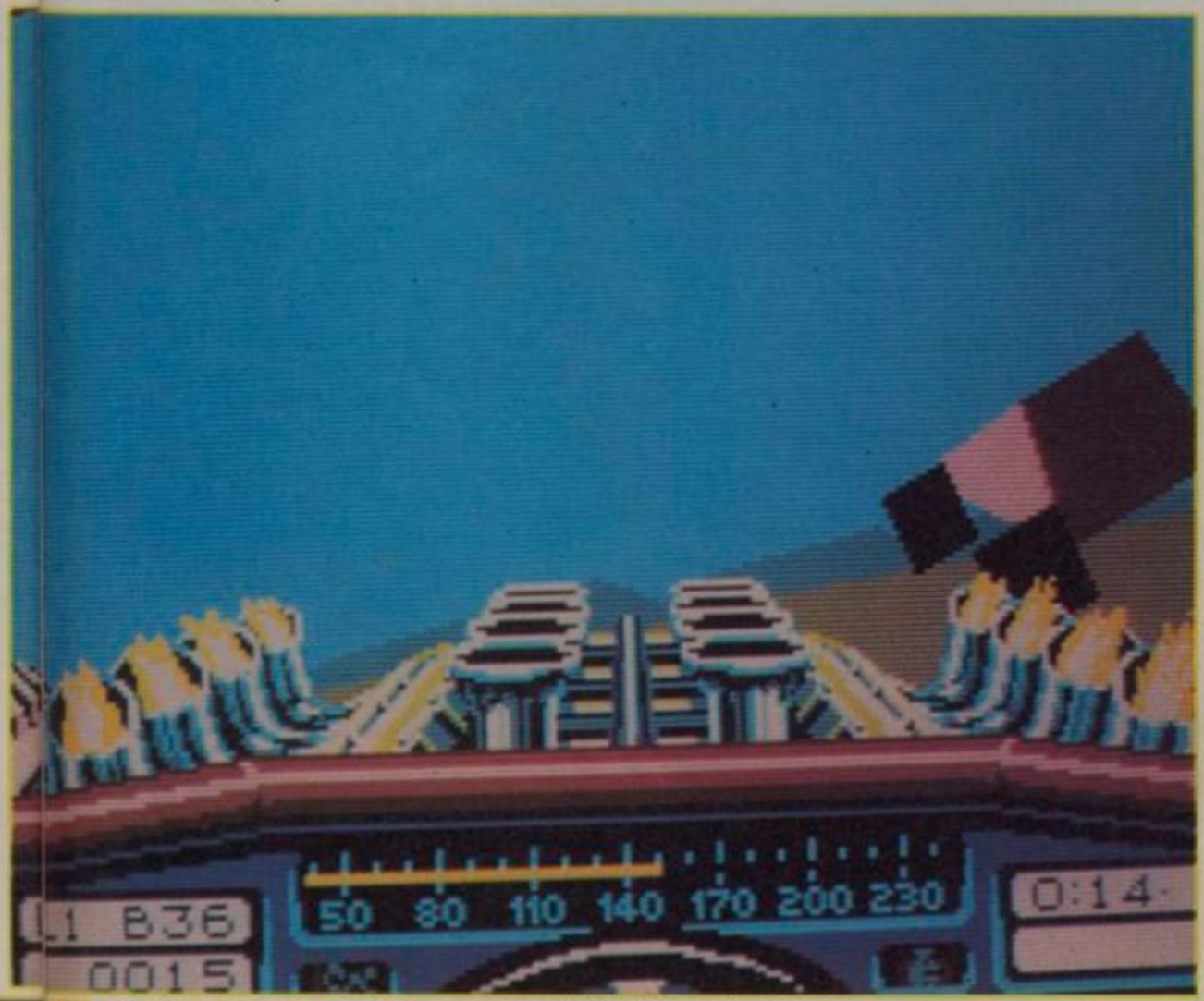
▼ *Burn those turbos.*



UNT CAR

SE

▼ You'll believe a car can fly.



▼ A cunning stunt!

Crash too many times and the car is wrecked and the race lost.

If you win the league you're promoted to the next division; come last and you're relegated. To help you out, there's a load/save game option, which comes in very handy indeed.

If you manage to win the first division, there's a surprise in store — a superleague in which you drive a car that's twice as powerful as the normal one!

Every aspect of Stunt Car is superlative. The options are great, and allow up to ten players to participate at once in a giant league, and there's also a datalink option for head-to-head battles.

The graphics are marvellous, with solid-filled 3D roads and cars moving at high speeds, and a nicely drawn engine (complete with turbo flames) in the immediate foreground.

During play, you get completely engrossed in the action — the feeling of "being there" is uncanny, with the car bouncing around on every bump and jump. The 3D effect is amazing, and coupled with the brilliant joystick feedback, the whole thing is unbelievably realistic.

The tracks are superbly designed, starting with a fairly straightforward, but bumpy oval, and progressing to such delights as the ski jump, complete with massive (and I mean MASSIVE) jump, and rollercoaster track, which has enough hills to turn the stomach of the hardest drivers.

The gameplay is very tough and challenging, but is highly addictive too — getting promoted to division one takes loads of practice, but it's well worth it. And even when you do that, the superleague is a whole new ball game, with new tactics required to tackle each track successfully.

Quite simply, Stunt Car is the best racing game yet seen on a home computer. Check it out.

JULIAN RIGNALL

UPDATE

Amiga and Spectrum versions are currently being programmed. The Amiga will be slightly smoother than the ST and will have better sound effects. The Spectrum version promises to be one of the most amazing games yet seen on that machine — it's virtually identical to the ST! Yes indeed!! The only difference is that it'll be monochrome rather than colour — but who gives a fig when the gameplay's this good?

ST	£19.99
GRAPHICS	81%
SOUND	64%
VALUE	88%
PLAYABILITY	94%

Stunt Car is utterly brilliant, and offers adrenalin-pumping, gut wrenching high speed action that'll keep you engrossed for months.

OVERALL	93%

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PERSONAL NIGHTMARE

BY HORRORSOFT

Upon receiving a letter of distress from your mother, you decide to visit her at Tynham Cross, the village where you were born. But when you arrive, she has mysteriously left to visit her sister, and your father, the vicar, has booked you in at the Dog and Duck. The vicarage, he says, is undergoing extensive redecoration work.

It soon becomes apparent that many of the villagers have taken to black magic, and strange rituals are being held.

The objective is to save potential victims from being the main attraction at a ritual, and to identify those responsible for the crimes that are taking place.

The game is played in real time, and people move about and do things whether you're there to watch or not. You have to observe events, and next time around, make sure you're there to take advantage. Whilst all commands and messages are in text, the story is really told with animated graphics.

Each location is shown as a picture, and characters move in and out and around. Their movements are consistent from location to location. The text output is rather abrupt and lacks atmosphere, but provides a brief commentary on the action, and replies to player commands.

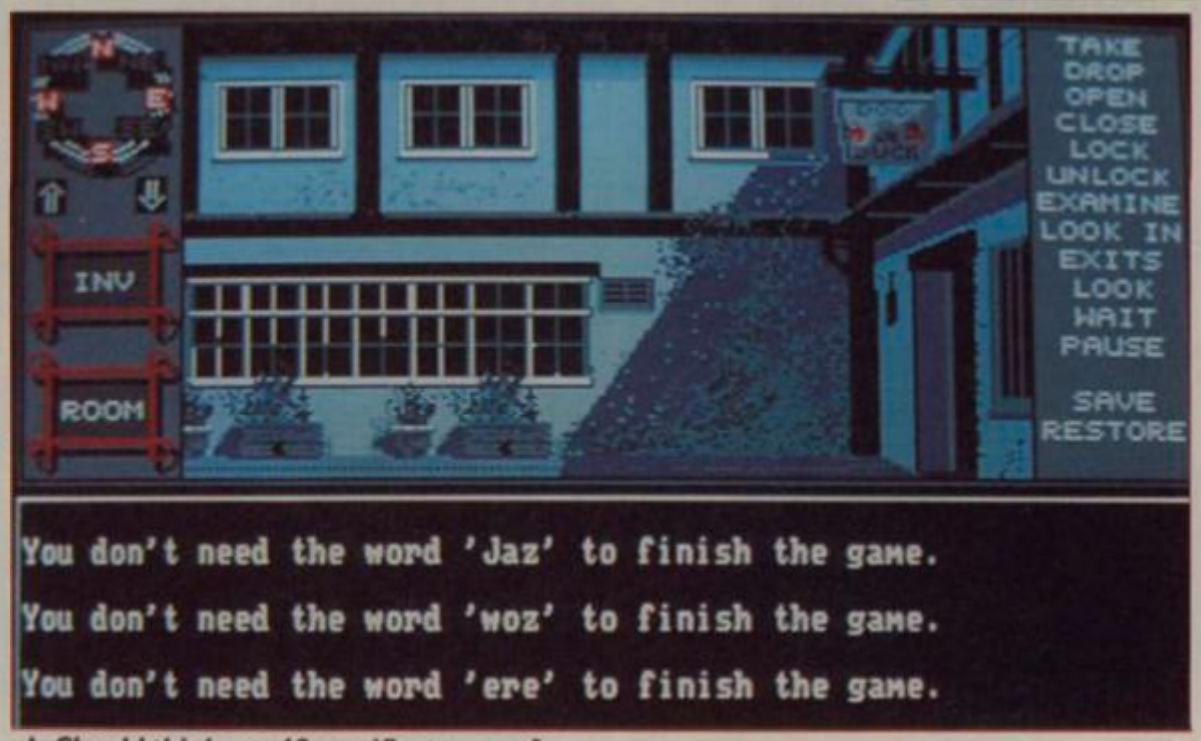
Most commands can be issued by selection of word and direction icons using the mouse, but alternatively the entire game can be played from the keyboard. The atmosphere comes from the graphics, and, to a certain extent, the sound effects.

Since the story is played in real time, there is no way of re-working rapidly through it to get to a key point you missed. The WAIT command itself introduces a pause, and passes time, thus making it possible to accidentally bypass the very event you were waiting for. A time icon, which could be nudged by mouse, would have been more satisfactory.

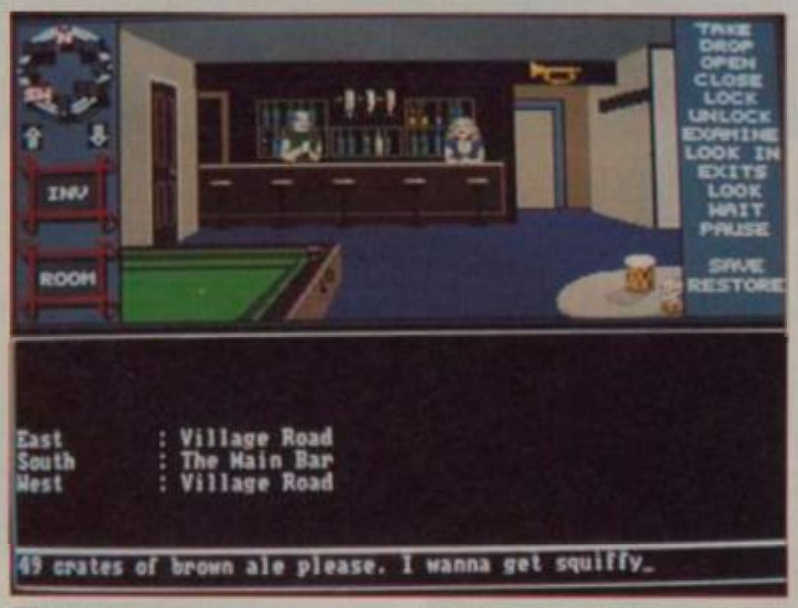
A whole series of pictures is read in from disk when the player moves to a new area, speeding some responses, but making them annoyingly lengthy when the disk is operating. The game is big, and comes on five disks for ST, and three for Amiga.

Played in a darkened room at the dead of night, *Personal Nightmare* can certainly send a chill or two down the spine. There are some quite horrific happenings, and the game is certainly not recommended (even by the authors) for children.

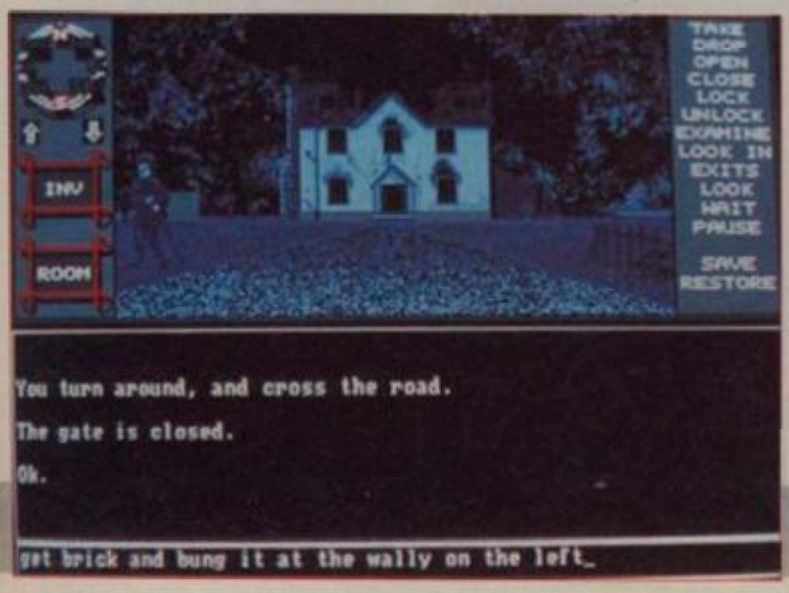
KEITH CAMPBELL



▲ *Should this be an 18-certificate game?*



▲ *A must for adventurers.*



▼ *Eeek! It's scarey!*

AMIGA	£24.99
Like the ST version, Personal Nightmare is a great adventure and shouldn't be missed by those who like typing in things, rather than wibbling their joysticks.	
OVERALL	**84%**

ST	£19.99
GRAPHICS	87%
SOUND	N/A
VALUE	86%
PLAYABILITY	85%
An excellent adventure that provides plenty of shocks and surprises. Highly recommended to adventure freaks.	
OVERALL	**84%**

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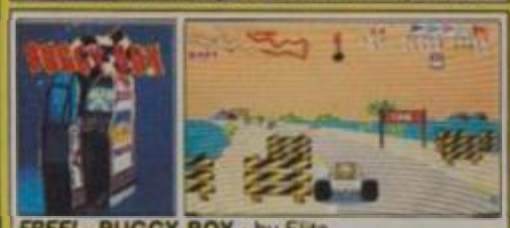
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BUDGET

ENCOUNTER
Atlantis

Paul "Mercenary" Woakes' original 3D classic puts you at the controls of a tank patrolling a plain dotted with black columns. Saucer-shaped enemy craft also inhabit the landscape for the sole purpose of giving you something to test your cannon on. Shoot enough saucers and you have to speed down a hyperspace tunnel dodging between spheres before you arrive at the next plain.

Anyone who's played arcade Battlezone will be familiar with the gameplay, but Encounter uses solid graphics of remarkable speed, and as you progress the game gets really tough, with homing missiles to dodge and saucers which explode into dozens of deadly spheres if you're slow on the trigger.

ATARI XL £2.99

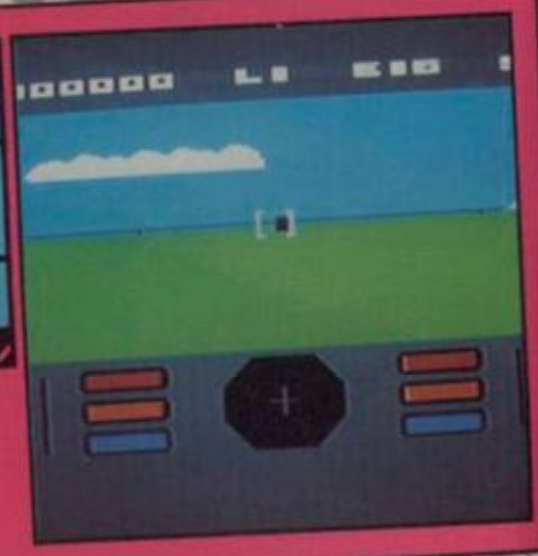
More colourful and faster than the C64 version. If you don't get this into your games collection, like, NOW, dial 999 and ask for the 24 hour brain surgeon.

OVERALL 92%

C64 £2.99

A superbly addictive shoot 'em up. The best three quid you'll spend this month.

OVERALL 89%



KOSMOS
Atlantis

As you probably know the Skwibble has been hunted to the bounds of extinction by the inhabitants of Kosmos. In fact there are only four left, and it's up to you to go to Kosmos, find 'em, rescue 'em and keep 'em alive for the trip back to Earth. Believe it or not, this means a trip through stacks of screens, picking up fruit for the Skwibbles and bits to repair your spaceship, which was damaged on landing (sorry, didn't I mention that?).

Kosmos is another one of those arcade adventures which seem to proliferate on Spectrum budget labels — loads of screens, tidy graphics, reasonably compulsive. Make a map, shoot the odd alien, and Bob's your Skwibble's auntie. If you liked Starquake, the Magic Knight games, etc, etc, you'll probably like this one.

SPECTRUM £1.99

A competent arcade adventure which should appeal to competent arcade adventure fans.

OVERALL 76%

NINJA COMMANDO
Zeppelin

Not another Ninja game?! This one's from the programmers of that jolly blast, Zybex, and puts Mr Ninja on the horizontally-scrolling road to destiny, which, much to his chagrin, is populated by a multitude of angry anti-ninjas. Lucky for him, then, that he can do away with them just by jumping on their heads, or even (if he stomps his quota of nasties) take them out with shurikens, bombs, Ninja-flames and a handy machine gun.

Ninja Commando on the '64 is probably the best of the bunch, having nicely animated, if weeny, sprites, and a modicum of good Ninja-bashing gameplay. One thing that irritated me with all the versions, though, was the above average difficulty level, which on its own wouldn't be so bad, but it's a bit much for your fellah to lose all his weapons when he dies as well.

C64 £2.99

A nearly nifty Ninja game — addictive but just a smidge too difficult.

OVERALL 72%

SPECTRUM £2.99

The same gameplay, but bigger graphics than the C64 version, and a tiny bit easier to play.

OVERALL 70%

AMSTRAD £2.99

Again, gameplay is basically the same, except it's noticeably slower in this version.

OVERALL 65%

ARCADE FLIGHT SIMULATOR

Code Masters

It's chocks away and tally-ho for another super soaraway mission over enemy territory in three wizard wartime scrolly viewed-from-above settings. Torch biplanes in WWI, Zeros over Pearl Harbor and jet fighters in the scenic Middle East. After doing the enemy over good and proper, it's back to base with you, to pick up a bomb so you can blow up enemy bases.

To be honest, this isn't the apex of aero-annihilation. The graphics and sound are OK, but flying around a titchy landscape, shooting umpteen planes is just not very engrossing. For three quid you can't expect the earth, but stuff like this can't compete with the current spate of classy re-releases.

C64 £2.99

A pretty average shoot 'em up, mildly entertaining for a couple of hours.

OVERALL 49%

SPECTRUM £2.99

Same as the 64 version, except it scrolls vertically rather than horizontally. Still not tons of fun, though.

OVERALL 48%

BOMB JACK II

Encore

A re-release from 1986, which gives superhero Jack 40 screens full of platforms to jump around on, and a set of bombs to defuse, preferably in order. Stalking the platforms are nasty reptiles who've got it in for Jack, but he can either push them into oblivion or stick them with his Swiss Army knife.

Graphically, Bomb Jack II is smart — there's a jolly tune backing the action, and the arcade action with that dash of strategy seems to work quite well. Good stuff.

AMSTRAD £2.99

An enjoyable and engrossing platform game, well worth the tiny sum.

OVERALL 77%

C64 £2.99

Nicer graphics and jollier tunes give this the edge over the other versions. Gameplay is the same.

OVERALL 80%

SPECTRUM £2.99

Naturally weaker than the other two on graphics and sound, but fun gameplay keeps the Spectrum version afloat.

OVERALL 71%

INFILTRATOR

Kixx

The Mad Leader is up to his old tricks again, and being the only hero with nothing to do this afternoon, it's up to you to "infiltrate" (geddit?) three bases and sort him out.

Each mission starts with a pseudo-flight-sim bit in which you have to fly your helicopter to the Leader's bases, shooting down his planes or bluffing your way past them with dummy ID codes. This bit's tougher than the Ed on deadline day, and not a whole box of fun either, so after a while it becomes a tedious preamble to the second section. This is a matter of dodging guards and finding gas grenades, pass cards and disguises in the labyrinth of buildings. It's more absorbing than the first bit, but it's annoying to trek through the complex for hours then have to start again when you run into a guard before you have a chance to escape.

C64 £2.99

It may have wowed them in '86, but Infiltrator is looking dated in '89. Good for a few plays, though.

OVERALL 70%

SPECTRUM £2.99

Same gameplay as the C64, but without the nice sound effects or such pleasant graphics.

OVERALL 65%

Computachoice - Mail Order

Computachoice Top Twenty

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	This month's Top 20		Amiga	Atari ST	Spectrum	Commodore	Amstrad
1	Microprose Soccer	(Microprose)	17.47	17.47	10.47	10.47	10.47
2	Operation Wolf	(Ocean)	17.47	13.97	6.27	6.97	6.97
3	Robocop	(Ocean)	17.47	13.97	6.97	6.97	6.97
4	Afterburner	(Activision)	17.47	17.47	6.97	6.97	6.97
5	Populous	(Electronic Arts)	17.47	17.47	N.A	N.A	N.A
6	Real Ghostbusters	(Activision)	17.47	13.97	6.97	6.97	6.97
7	War in Middle Earth	(Tolkien)	13.97	13.97	6.97	6.97	6.97
8	Double Dragon	(Melbourne House)	13.97	13.97	6.97	6.97	6.97
9	Dragon Ninja	(Ocean)	17.47	17.47	6.97	6.97	6.97
10	Running Man	(Grandslam)	17.47	17.47	6.27	6.97	6.97
11	WEC Le Mans	(Imagine)	17.47	13.97	6.97	6.97	6.97
12	Falcon	(Mirrorsoft)	19.97	17.47	N.A	N.A	N.A
13	Barbarian 2	(Palace)	N.A	13.97	6.97	6.97	N.A
14	R-Type	(Electric Dreams)	17.47	13.99	6.97	6.97	6.97
15	Renegade 3	(Ocean)	17.47	13.99	6.21	6.97	6.97
16	Pacmania	(Grand Slam)	13.97	13.97	6.21	6.21	6.21
17	Lombard RAC Rally	(Mandarin)	17.47	17.47	N.A	N.A	N.A
18	Strip Poker 2	(Anco)	10.47	10.47	5.57	5.57	5.57
19	Vindicators	(Tengen)	17.47	13.97	5.57	6.27	6.27
20	Crazy Cars 2	(Titus)	17.47	17.47	6.97	6.97	6.97

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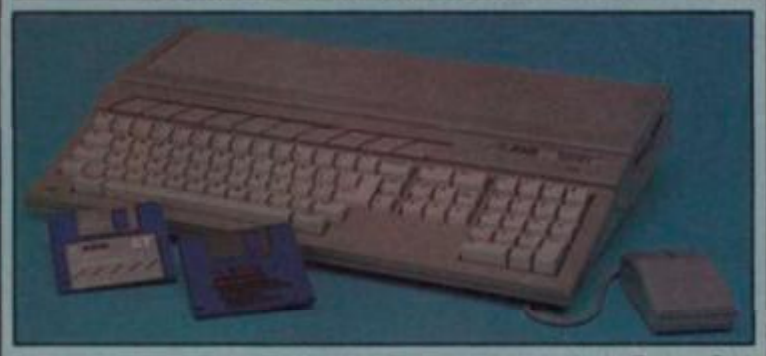

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The MEGA ST computers are styled as as lightweight keyboard with a separate CPU, connected by a coiled telephone style cable. There are two versions of the MEGA ST, one with 2Mbytes of RAM and the other with 4Mbytes. Each version has a 1Mbyte double sided disk drive built-in to the CPU unit. The MEGA ST's do not come with modulator built-in and must therefore be used with a monitor. With every MEGA ST purchased, we will add the 'Professional Pack' software (worth £384.83) detailed above, plus the Silica ST Starter Kit (worth over £200) both Free Of Charge. Return the coupon for further details.

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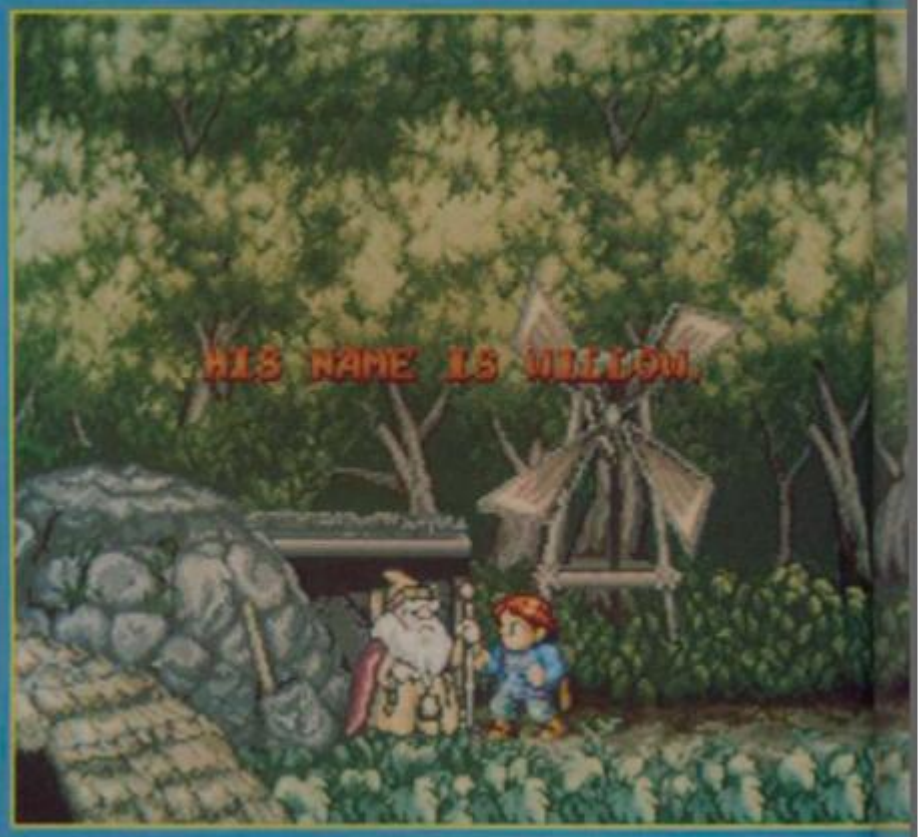


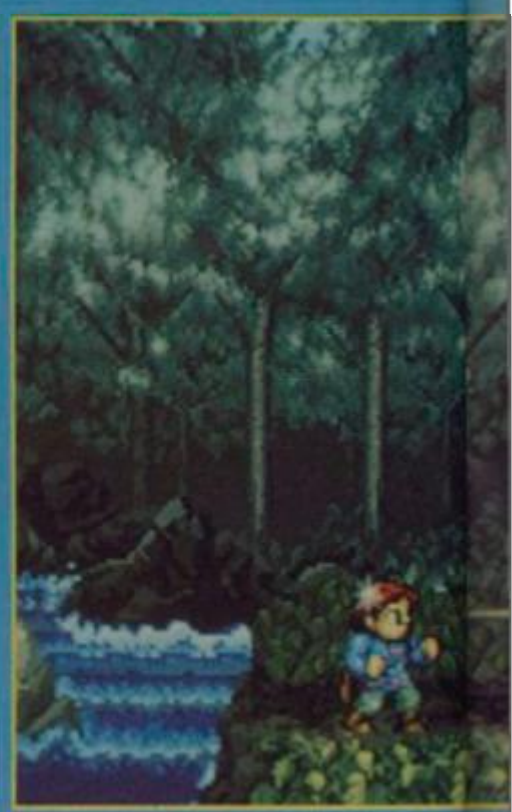
WILLOW

Willow is a very nice little offering from Capcom which requires lots of skill and co-ordination to get through. It's rather like a cartoony Ghosts 'n' Goblins, and like that classic game, it's very playable.

The game is all about shooting the baddies, picking up the money they leave behind, then nipping into the local shop and buying such items as Holy Liquor and Chain Pendants which helps prolong your life and shorten theirs! The characters move fast, and the timing in some cases is split-second stuff.

The first scene takes place at the Cross Roads. Bands of warriors attack and you, as Willow, have to shoot them down.

Next you climb a cliff face where blue boars guard treasure chests on narrow ledges, and warriors patrol the paths you need to climb. Pass



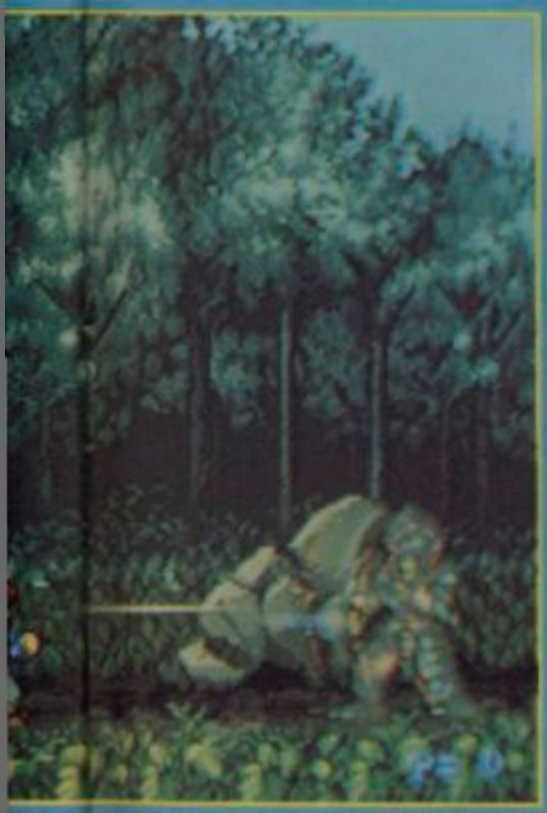
them and you reach a rope bridge which sags in the middle and seems pretty unstable. Shoot out the wizard who hovers in the skies above and make sure you get him before he destroys the bridge — do that and you rescue a Barbarian, which you control on the next level.

Here things get tough. The enemy tout bows and arrows and rock-carrying eagles try and take you out — your only escape is by horse and cart. Watch out for the chasing horseman and just pray the wheels don't fall off.

And so it goes on, with the player switching between a variety of characters through a wide variety of levels and scenes.

I thoroughly enjoyed Willow, even though I didn't come within sniffing distance of the baby. It's a very playable game and is definitely worth a few 10ps.

GRAPHICS	87%
SOUND	85%
VALUE	84%
PLAYABILITY	88%
OVERALL	**85%**



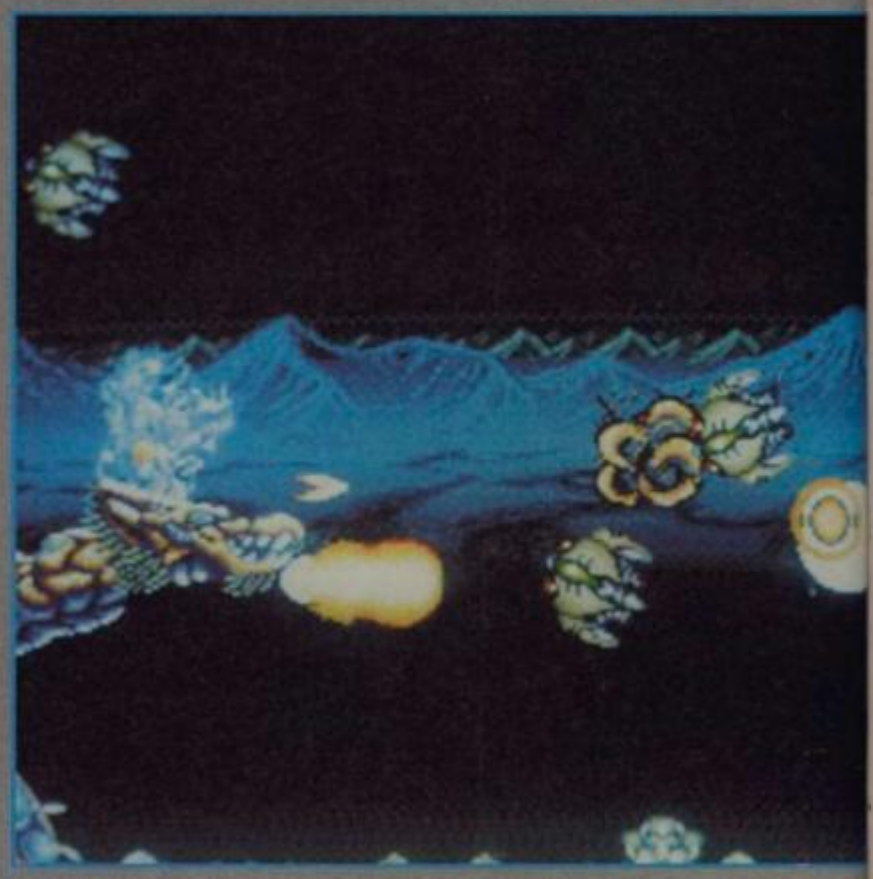
DRAGON BREED

The R-Type team from Irem are back again with Dragon Breed — another horizontally scrolling shoot 'em up.

The opening scene sees you shooting out a gigantic pod and out pops a long eel shaped dragon — your trusty steed.

From then on it's a blast 'em up all the way with hosts of flying enemies zooming at you from the side of the screen. Shoot out these and pick up the bonuses they leave behind to give your dragon extra firepower, multi-directional rockets, breath like a flame thrower and bombs.

If you rush forward, then slow down quickly, the dragon's indestructible tail whips round to its nose so that the vulnerable rider is protected — very handy when the action hots up. Another nice touch is the method of shooting. Because you can't shoot straight upwards while riding the dragon, you have to steer him down to earth, hop off and then blast upwards. The only problem here is that you're totally on your own and he can't protect you.



Each level has its own background — caves, barren landscapes, all beautifully drawn with great attention to detail. The dragon starts cycling through a spectrum of colours as it obtains and drops different bonuses of fire power. The whole effect is very colourful and you'll find Dragon Breed a fast and challenging shoot 'em up.

GRAPHICS	84%
SOUND	80%
VALUE	85%
PLAYABILITY	88%
OVERALL	88%

G-TEN
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999,999 Colin McWhiter, Ballymena, N Ireland
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201,040 Colin McWhiter, Ballymena, N Ireland
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233,720 Colin McWhiter, Ballymena, N Ireland
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STUCK IN THE MUD?

One of the stickiest problems in *Legend Of The Sword*, concerns dealing with a bunch of Mud Monsters. Peter Gorman of Heckington is knee-deep in that one, and he's also trying to get a boat in the same game. Andrew Howard is marooned on the planet Kerona, at a location called Ulence Flats. His droid asks him "To which sector do you want to go?", and Andrew, aged 8, is lost for words. Who can help him with this windy problem?

Come in Mik Brookes, who could get no support from Chiltern Enterprise Centre for their game *Werewolf Simulator*. Here instead is some support from your favourite mag, courtesy of Patrick Halm from Gouda in the Netherlands. In the library, get the book, then take it to the doctor's house, knock on the door, and give it to him. In the police station ask for the captain. In the hospital ask for the doctor. From his room go to the mortuary via the stairs, where the werewolf's victim lays, and get his arm. In the editor's office, search the desk and get the photograph. Outside the cinema, get the girl. Get it? Got it? Good!

Here's a tip for *Leisure Suit Larry I* players, who are frustrated by the obligatory questions before the game can be started. Press Alt-X or Alt-Z to skip them, says Nico Schaap of Katwyk in Holland. Nico didn't say which machine this applies to, but I can confirm that it works like magic on the ST! The chances are that it works on other formats too, but I didn't have any other versions of *Larry* to check out. Worth a try, anyway!

Patrick Halm's back, this time with a question: "How can you pass TWO-BAD in the *Shadowlands of Masters Of The Universe?*" Too bad — I can't help on this one, can you?

JP Wispelaene writes from Melbourne, with a clue for "the brilliant" *Bard's Tale II*. "The blindingly obvious solution to the riddle 'Tell me what the plan is . . .' is contained in a message found elsewhere on the dungeon level. 'Hear the sphere, Speak the truth, The plan is near, But quite uncouth'." JP has solved virtually all the *Bard's Tale* sagas, and offers help to any reader who cares to write to him at: 3 Duke Street, East Brunswick, Melbourne 3057, Victoria, Australia. And if you'd care to write to me at C+VG, I'll be happy to help you, too!

REVIEWS

It's not only Home Grown adventures that don't always get a full review in these pages. After a lean period with no more than one or two mainstream commercial adventure releases each month, there has recently been a surge. Infocom has just flooded the market with what appears to be their entire output for a year, at a time when there are quite a few other new and interesting games around.

As a consequence, there just hasn't been enough space in the magazine to cover all of them with a full review. So here's where we catch up on those missed titles. First a game that I'm sure will have enormous appeal to adventure players, and yet is not, strictly speaking, an adventure. *Millenium 2.2*

VENTURE

(Activision/Electric Dreams, Amiga, Atari ST, PC, £24.99) is, at a first glance, a strategy game with a few arcade shoot-em-up sequences. Yet during play some very unexpected events occur, posing a number of alarming problems that effectively change the strategy in mid-game.

Set in the year 2200, Earth has been devastated in a collision with an asteroid, and (apparently) the only remaining human colony is Luna Base, of which you are the commander. The base has mining, manufacturing, and research facilities, and the object of the game is to restore Earth to a habitable state, by making and sending a Terraforma there. Whilst you are discovering how to build a Terraforma, play centres around exploitation of the mineral wealth available in the solar system. Probes must be sent out, their data researched, and bases set up on suitable planets to service a fleet of spacecraft ferrying minerals to the moon's production facilities.

A spanner is thrown into the works when the lunar settlement is challenged by a hitherto unheard of Martian colony. Thus a balance must be struck between the mainstream business, and the production and deployment of defensive weaponry, to safeguard the plan to save Earth. Attacks come without warning, and it takes some planning to supply far flung bases with replenishment weapons when they are nearly one year distant!

Operated by mouse accessing a series of windows, *Millenium 2.2* is something quite different, and extremely addictive. And there are edge-of-seat surprises in store, right up to the very end! (Yes, I dunnit! I saved the Earth!).

A more conventional adventure is Infocom's *Shogun* (Activision/Infocom, Amiga, £24.99), a sensitive adaptation by Dave Lebling of the best selling novel by James Clavell. Infocom graphics are used here in an entirely different way from the *Zork Zero* approach. As well as attractive Japanese screen borders, location based pictures appear from time to time. Just to be different, one supposes, these are displayed to the side of the text rather than above it, and eventually scroll up out of sight.

The story is told in chapters, and with you playing the part of John Blackthorne, opens on the bridge of the Erasmus. Yours is the only surviving ship of a fleet of five. With half of your crew dead, and the survivors suffering from disease and starvation, you face a devastating storm. Your first objective is to reach land safely, and this involves commanding the crew, and controlling the ship, all achieved surprisingly, yet very realistically with text commands.

Whilst in strict adventure format, the problems are more of strategy and behaviour than of the more familiar object manipulation type. This tends to make the built-in clue system more readily usable, since *Shogun* does not engender that "don't tell me or it will spoil the game" atmosphere. Don't expect humour, but do expect a very good interactive interpretation of the book.

Finally, *Journey* (Activision/Infocom Amiga £24.99) is classed by Infocom as a "role playing chronicle", and was written by Marc Blank, co-founder of Infocom with Dave Lebling, and also co-author of the original *Zork* trilogy. *Journey* tells a story of the search for Astrix, a wizard, to appeal for his help in ridding the land of disease, drought, and famine.

A party of four sets off, and they are controlled by selecting text commands with the mouse from command words contained in a series of boxes at the bottom of the screen. Actions possible by each member of the party are listed, and having selected one, a list of valid objects is displayed in the next box, to pick over. A further box contains commands for the whole party (eg PROCEED) and for the game (eg SAVE). Thus the problems are "multiple choice" type, but even so, I had a phone call from an adventurer in Denmark the other day, who has stuck towards the end of the game.

Journey is illustrated with mini-pictures displayed to the left of the text, which scrolls independently. More a story than a puzzle adventure, but it has its moments.

ACL — RIP

The Adventurer's Club Ltd. is now well and truly dead. Henry Mueller, its proprietor, has gone to earth without so much as a "Sorry and goodbye".

I suggest members write demanding a refund of their outstanding balance, calculated from 28 February. Send it recorded delivery, and keep a copy of the letter. This advice extends to those C+VG adventurers to whom I have awarded the prize of a "free" ACL subscription.

Those readers deserted by ACL, and in fact anyone else looking for a good fanzine, would do well to take a look at Adventure Probe.

Probe can be ordered monthly, or for up to twelve months in advance from Mandy, at 24 Maes y Cwm, Llandudno, Gwynnedd LL30 1JE. Prices are: UK £1.25; Europe (inc Eire) £2.00; Rest of World (surface) £2.00: Rest of world (air) £2.50.

GAMES FOR ADULTS

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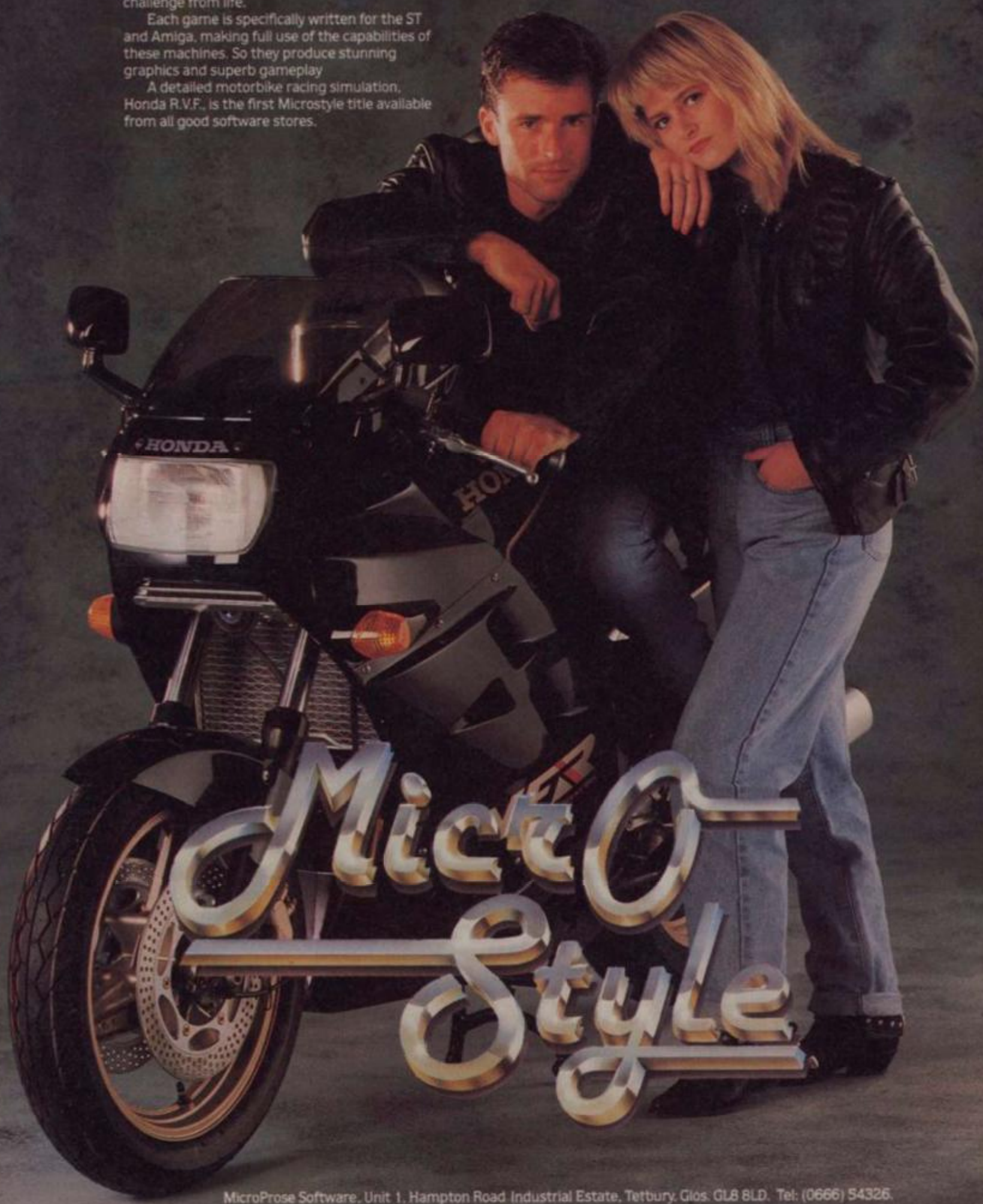

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RAINBOW WARRIORS

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MicroStyle

GAMES FOR ADULTS

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A

Thanks this month to: Robert Dixon, Hemel Hempstead; and Yazid Ali Yassin, Abu Dhabi.

MANHUNTER: At Coney Island, play the Kewpie Doll game. Hit the same dolls in the same order as they fall in the arcade game, as you tread on the mats that MUST be passed in order to complete the maze.

POLICE QUEST I: To move the bikers, take your nightstick. Speak to Carol, and then tell their leader to MOVE BIKES. Just as he says goodnight, press the DRAW WEAPON key and let the game do the rest.

KNIGHT ORC: Give a silver treasure to the troll for crossing her bridge. To enter her lair, collect a lot of treasures, and lead her away from the bridge as she follows you and steals from you. When you are almost out of treasure, run back to the lair.

WOLFMAN: To escape the temple, tie the chain to the door, place the crystal in the recess, and sleep.

LEISURE SUIT LARRY I: Get the rope from your wife, after being tied to the bed. Cut it with the knife exchanged for a bottle of wine by the wine shop.

SPACE QUEST II: Search Vorhaul for the abort code.

Z

ALL YOU NEED TO COMPLETE...

LEISURE SUIT LARRY IN SEARCH OF LOVE

AIRPORT: Give the flower to the agent. Don't bother with the queue. Check baggage on conveyor for bomb. Dispose of bomb, and then get ticket. Get insurance from machine, and buy a meal in the cafeteria. Search the meal to find a pin, and take a pamphlet from the check-in desk.

CHASM: Throw the vine at the tree branch.

CLIFFTOP: Change back into Leisure Suit before reaching the airport.

CREVICE: Put airsick bag in rejuvenator. Drop rejuvenator in crevice. Light airsick bag. Enter elevator shaft.

CRUISING: Search Eve's Mum's cabin to get a sewing kit — but not when she's there! Get a dip from the bar, and take a dip in the pool — after a bit of protected sunbathing! Make sure you get the top that's at the bottom of the pool! Visit the barbers. Go the bridge and pull the lever, then jump into a lifeboat.

EVE'S PLACE: Go back and search the trashcan before you leave!

FOREST: Cut the parachute with the knife. Take stick, and crawl past the bees. Drop the stick near the snake.

GETTING STARTED: Check the garage for some cash, and head for the Quickie Mart.

HOTEL ROOM: Dress in drag, and use the soaps for padding! Leave the maid alone!

ICE FLOE: Put the ashes on the ice.

ISLAND BARBERS: Get your hair dyed and your legs waxed.

JUNGLE: Get a flower.

MID-AIR: Open the parachute without delay.

NATIVE VILLAGE: Go back to the campfire and take the ashes.

NUDE BEACH: Complete the set by collecting a bottom to go with the top.

PLANE: Take a sick bag from the seat. Give the pamphlet to your fellow passenger. Go to the rear of the plane and use your insurance! Pick the lock and pull the lever to leave the plane.

QUICKIE MART: Just get the lottery ticket for now, and head for the TV studios. Next time around, buy the drink.

QUICKSAND: Follow the pattern over the quicksand.

RESTAURANT: Just wait until you get a table. Take the knife as soon as you have the chance.

RIVER EDGE: Take the vine nearest the boulder. Swing three times, and release vine. When over the river, take the vine.

SHIPWRECKED: On the boat, protect your skin and head as soon as you can. Eat, drink, and do a spot of fishing.

TOWN: You'll need a second visit to the Quickie Mart. Make sure you have swimming trunks and suntan cream, and get that hair cut! Check out the music shop.

TV STUDIOS: Show the ticket to the girl, and then cheat! Sit down in the waiting room until called. Hang around after the first show.

SOLUTIONS — WOULD YOU USE ONE?

It was not surprising, perhaps, that Bill Pickworth, of New Milton in Hampshire, was a little taken aback when I mentioned I met a thorny problem whilst reviewing *Space Quest II* — to wit, the whereabouts of the gem. "The difficulty raises the question of whether reviewers normally have available some form of guide to the game provided by the software house at the time of reviewing the game. I would have thought it would be very much in both your interests, and that of the software house.

"Your reviewers presumably cannot have unlimited time to devote to all the possibilities offered by games — and as I should have thought that reviews have a very significant impact on the sales of the games reviewed, I would have thought that software houses would be most anxious that your reviewers should have as full a knowledge as possible whilst writing the review. Ultimately, of course, better reviews are in your readers interests as purchasers of games, and therefore also in your interests as a magazine."

Bill raises an interesting point. Sometimes a problem early on can be so baffling that hours can be spent trying to crack it, before being able to get far enough into the game to write a review.

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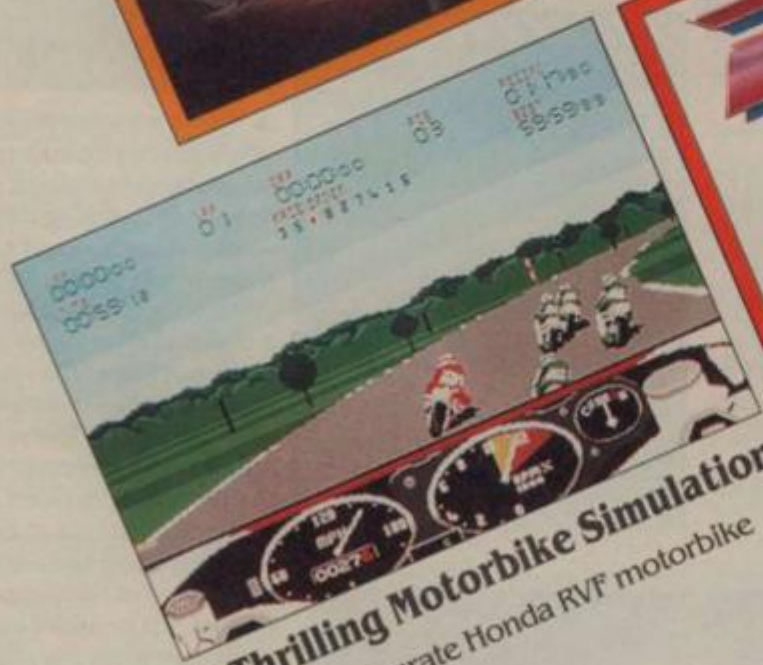

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MEAN MACHINES

▲ *Spellcaster — mega adventure.*

SPELLCASTER

At first sight, *Spellcaster* appears to be another of those Four Mega menu-driven adventures that Sega seem to do so well. After a while, it becomes apparent that it definitely *is* one of those Four Mega menu-driven adventures that Sega seem to do so well. But it has a few differences which I think make it their most entertaining to date.

The plot is standard stuff: playing mystic Japanese warrior, Kane, you have to find out who's duffing up the peasantry, using whatever information and equipment you come across during your travels. Unlike *Y's* and *Phantasy Star*, which were very much "RPG lovers only", *Spellcaster* is presented in a format which should appeal to arcade and adventurers alike.

Getting from location to location is no longer a matter of moving a little figure around a scrolling map, nor is combat all menus and hit points. Instead, you choose where you want to go on a menu, and your warrior sprite sets off along the scrolling road to his destination, using any of eight types of magical offence and defence to avoid or zap any obstacles or enemy Samurai and monsters. At the end of the road, you usually come across some kind of warrior magician, who puts up a hell of a fight before he expires and maybe leaves something behind or gives you some clue in his dying utterance.

At this point you can usually make some fairly simple deduction about what your next move should be. If you haven't a clue, a visit to one of your allies usually reveals all about that mysterious word or object you just found. In most cases the connections between problems and objects are fairly straightforward, and if they're not, a bit of experimentation with the item often helps. Anyway, You can always avoid risks by asking for a 24 character "save game" password before making an important move.

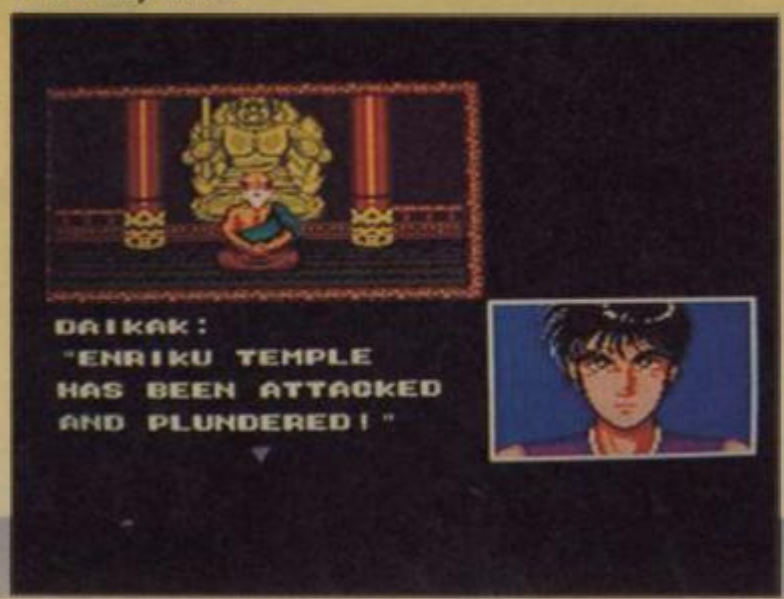
The adventure bits feel like a set sequence of scenes which you're being led through, which might be seen as a limitation by you veteran adventurers, but I wasn't bothered by it at all, because there's no aimless wandering about, getting lost or fumbling around with commands to slow the plot down.

You might think this makes the game easy, and, though I haven't finished it, I have to say that you're more likely to get stuck on one of the arcade sections than on an adventure problem.

PAUL GLANCEY

SEGA	**£29.95**
GRAPHICS	**79%**
SOUND	**60%**
VALUE	**83%**
PLAYABILITY	**86%**
Another of Sega's huge arcade adventures, with the bias a bit more on the "arcade" than the "adventure" for once.	
OVERALL	**84%**

▼ *The story unfolds.*



TWIN

It seems to be a moot point as to whether this is called Tiger Heli or Twin Heli. Some importers seem to be calling it Tiger Heli (probably because "Tiger" is the only intelligible word on the title screen), but a "reliable source" (if you can call Julian a reliable source) says it's a conversion of a Taito coin-op called Twin Heli, and Tiger Heli is *something completely different*. And seeing as he's the Dep Ed and I'm only the Staff Writer, during the course of the review, we'll refer to it as Twin Heli if that's alright with you.

So, the gist of the game is this. There's you, in your helicopter, zooming up the screen wasting tanks, gun emplacements, helicopters, destroyers, gunboats — basically, anything that moves — with wing-launched napalm rockets. And that's it.

▲ *Blast those choppers.*

Well, no, there's a bit more to it than that. Every time you knock out one of the meatier machines, it leaves behind a handy icon, either an "S", which adds a couple of extra rocket launchers to your gunship, a smart bomb, a bonus point star, or an orb which changes colour. The colour indicates what fabby extra weapon will be added to the helicopter when you collect it.

On the Quartermaster's list are spread rockets (what you start with), turbo lasers, spray fire and four way missiles (which progress to homing missiles). The "pick-ups" come thick and fast so you can soon be kicking some heavy ass, with a half-screen wide volley of rockets taking out whole squadrons of enemy whirlybirds. Now this is how a shoot 'em up should be!

You won't be surprised to

N HELI

▲ *Chakka, chakka boom!*

learn that there's a whopping great mega-sprite lurking at the end of each level — usually a tank with about ten simultaneously-firing gun turrets. A couple of smart bombs later, and you're back on board your aircraft carrier, soothing your nerves with a mug of cocoa and a digestive biscuit.

Twin Heli is the sort of game that lets you know you're still alive, and it reiterates the fact that a shoot 'em up fan without a PC Engine isn't a real shoot 'em up fan.

PAUL GLANCEY

C+VG HIT!

PC	
ENGINE	£29.90
GRAPHICS	87%
SOUND	89%
VALUE	88%
PLAYABILITY	88%

An ab-so-lutely marvelous shoot 'em up, well on a par with the likes of Dragon Spirit and R-Type.

OVERALL	89%

▲ *Pro Football — a brilliant sim.*

PRO FOOTBALL

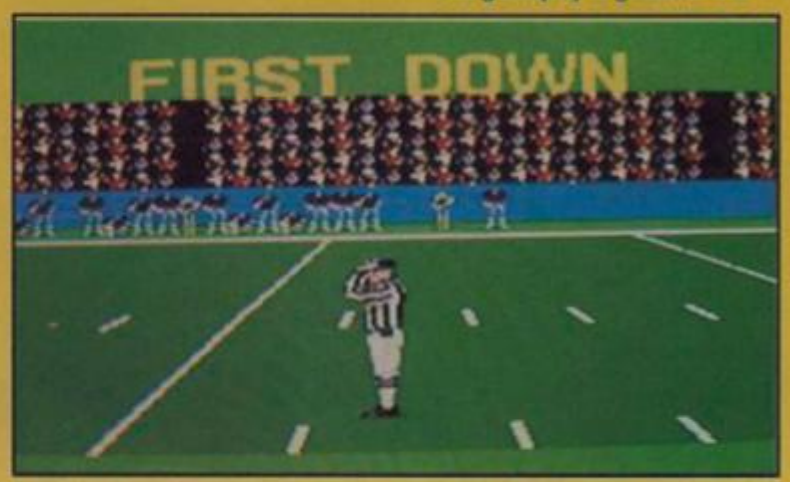
Four-four-four. Four-four-four. Hut! Hut! American Football is back on your screens with Sega's latest sports sim.

The game uses a horizontally scrolling overhead viewpoint, with options for one player to take on a computer team, or for two players to battle head-to-head.

At the start of a game options allow the difficulty level, type of game (one-off game or Road to the Superbowl, an ongoing knock-out competition with a password system that lets you carry on from where you left off) and time limit to be chosen. When everything's set the player(s) then choose a team from a list of all the American AFC and NFC members.

The match starts with a toss of the coin to decide who kicks off. The kick-off sequence is shown in a nicely animated close-up scene.

Plays are selected from an extensive but easy-to-use menu system. Each move is displayed as a picture which shows in detail each player's movements during the play — so you know exactly who's going where. When the move is selected, the action switches to the overhead view and the play begins.



▲ *The kick-off.*

In similar style to other games of this type, the player takes control of one particular team member, who stays under control until the ball is passed, whereupon the receiver comes under joypad command.

Pro Football is simply stunning. The presentation is superlative, with the best menus and control system I've yet seen on an American Football sim, and even though there are far more options than most games, they're very easy to use and understand.

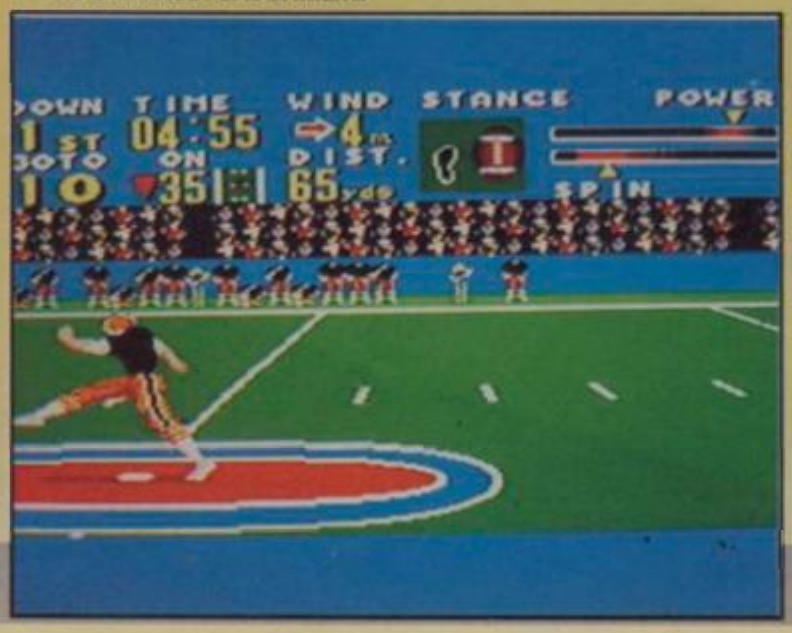
The gameplay is great, and is both challenging and addictive, with a brilliantly-designed control method that lets you perform complicated moves very easily. The audio and visual side of things are top class as well, with superb graphics and suitable sound effects.

The whole package simply oozes quality — if you're a Sega owner who enjoys sports games, Pro Football should be a priority purchase.

JULIAN RIGNALL

C+VG HIT!

▼ *The animated ref is brilliant.*



SEGA	£24.95
GRAPHICS	88%
SOUND	82%
VALUE	82%
PLAYABILITY	94%

A brilliantly designed and executed American football simulation with excellent graphics and sound and superb playability.

OVERALL	92%

MEAN MACHINES

C+VG HIT!

GHOSTBUSTERS

BY SEGA

If you've ever played *Ghostbusters* on the C64 or Spectrum, you'll immediately recognise this console-ised Sega version, which plays in similar fashion to the computer games, but has had its gameplay spruced up to make it even more playable!

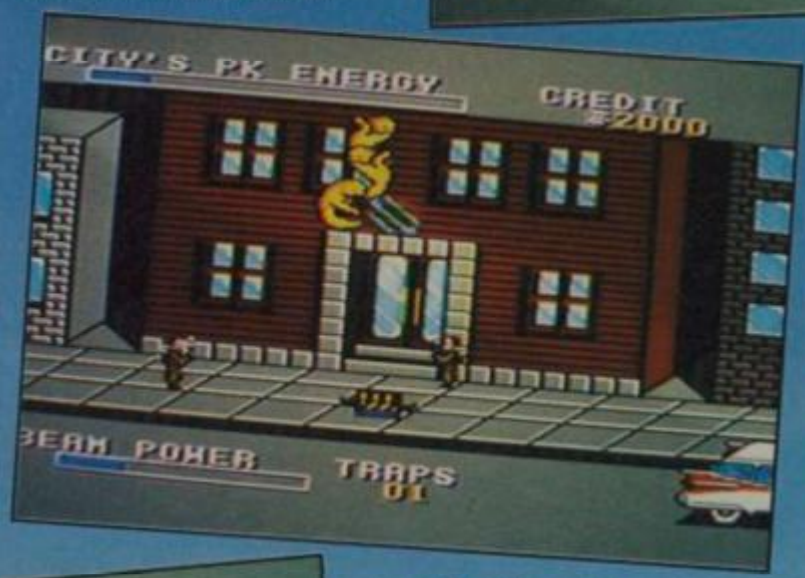
You start the game with £10,000 to set up your Ghostbusters franchise, which means getting some transport and equipment. As you might expect, you have to pay heavy bread for the best gear, but every ghost busted brings in cash from satisfied exorcismees.

When you're geared up, a map of the city with the Temple of Zuul at the centre is shown. For the evil god Gorza to get back into the world, the city has to be saturated with psychokinetic (PK) energy, and ghosts are flocking to Zuul to build up the PK level. Gorza's servants, the Keymaster and the Gatekeeper, are also wandering around town, waiting for maximum PK so that they can join and release their master.

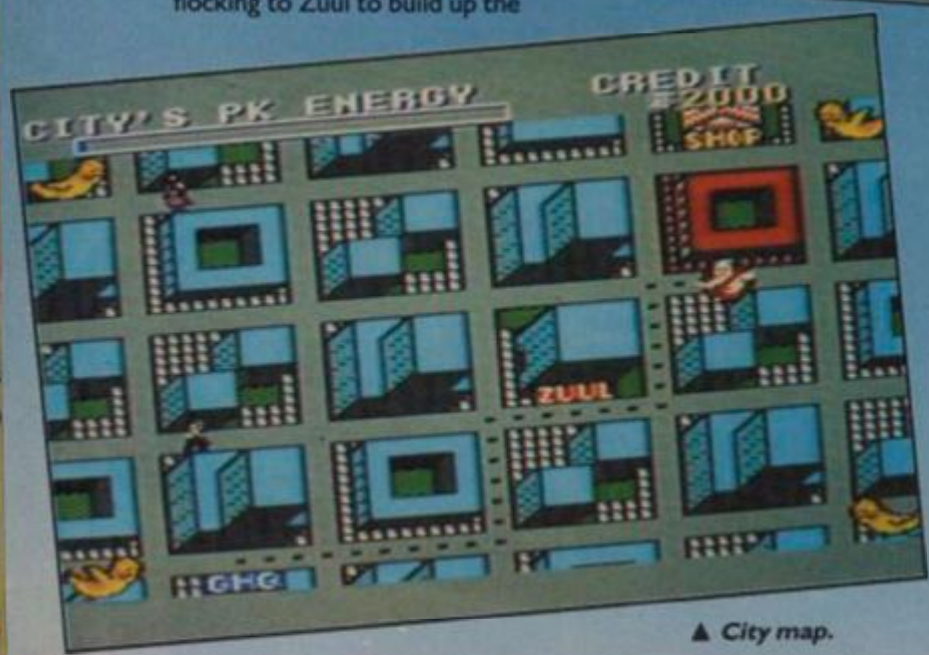
Your first call comes when a building flashes red. You have to plot your route through the streets with a Ghostbusters cursor. When you've selected your destination, you're shown an overhead scrolling view of the road and you have to steer your 'bustermobile between other cars and around roadworks while a meter ticks down to show how far you have to go.

Once you've arrived, you're shown a street scene with ghosts flying about above the pavement. Two Ghostbusters appear, and once you've positioned both the trap and the men you can activate their ion beams and try to guide the ghosts over the trap. Once they're there, you can spring the trap and they're sucked inside.

▲ *Mr Staypuft gets stomping.*



▲ *Bust the ghosts.*



▲ *City map.*

If you let too many ghosts escape, the city's PK soon reaches a critical level and the city is prone to Marshmallow Man attack, which can only be halted by dropping ghost bait as the huge Mr Staypuft is taking shape. Any delay and he stomps buildings into the ground and you have to pay for the damage!

When Gorza finally makes it, you have to get two Ghostbusters past Staypuft, then zap Gorza with your ion ray before he zaps you with his magic.

On the whole it's a jolly game. Sega have added quite a bit to the old Activision game, and you'll certainly be hooked until you can at least afford to start with the best equipment. The graphics are fine and colourful, but I must warn you about the awful music. Still, if your TV has a volume control that works, there's every likelihood that bustin' will make you feel very good indeed.

PAUL GLANCEY

SEGA	£29.99
GRAPHICS	79%
SOUND	35%
VALUE	80%
PLAYABILITY	86%

The action might get a bit samey after a while, but apart from that, Ghostbusters is a very entertaining game.

OVERALL	85%

BASEBALL

BY SEGA

American sports fans have never had it so good! As well as Pro Football, the ace American Football simulation, we've got Reggie Jackson's Baseball, a computer version of America's other favourite sporting pastime.

There's already a baseball game out for the Sega, so what makes this one worth releasing? Well, Reggie's Baseball is very nicely presented, has more options you can shake a bat at and is more playable than the previous game — although there is still room for improvement.

The action is controlled in much the same way as every other baseball game on the market, with the player fielding, batting and pitching. There's a close-up of the action during pitching and batting, switching to an overhead scrolling viewpoint of a large portion of the field when the ball is hit.

▲ *Whop it!*

▼ *Steeerike!*

The close-up graphics are crisp, clear and nicely animated, but the sprites on the aerial view are a little indistinct. Sound is good, with a variety of tunes and some great speech.

If you're a fan of the sport, this is well worth a look — it's definitely the best baseball game on the Sega. But after playing it for some time, I do think the programmers could have made it even better.

JULIAN RIGNALL

SEGA	£24.95
GRAPHICS	74%
SOUND	73%
VALUE	68%
PLAYABILITY	78%

A competent baseball game with plenty of options. There's still room for improvement, though.

OVERALL	74%

C&C Computers and Communications

ATTENTION

NEC PC ENGINE ANNOUNCEMENT.

NEC Corporation, NEC Home Electronics Ltd, and NEC (UK) Ltd (collectively 'NEC' hereinafter) have recently become aware that the PC ENGINE is being offered for sale in the United Kingdom. NEC believe that it is important that UK consumers should be aware of the following information.

1. The PC ENGINE is a product manufactured by NEC Home Electronics Ltd for use with the NTSC transmission system. It is not compatible with the UK PAL transmission system nor any other non NTSC transmission system. For this reason, NEC Corporation does not market the PC ENGINE in the UK or in any other EEC countries.

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MEAN MACHINES

PC ENGINE GOES BONKERS

There has been a distinct lack of new PC Engine software over the last few months, but that's about to change, with a massive line-up of new titles coming to your screens very soon.

Pacland, Pro Wrestling, Ninja Warriors, Cyber Cross and Varius II are all billed fbr a June release, while Side Arms, Gun Head (a mega shoot 'em up), Double Dungeon (a simultaneous two-player RPG), Rainbow Island and Darius are out in July.

The following month sees Break In (snooker/billiards), Power League II, Operation Wolf (!) and Altered Beast; and September, Jack Nicklaus' Golf and the very strange-sounding Norpie's Adventure in Dream.

Other titles without a release date include TV Sports Football and Lords of the Rising Sun (the Cinemaware games), Armed Force (a fabulous-looking blaster), Outrun, Afterburner, Y's (the Sega game), Pro Baseball '89, Ninja Spirits, Shinobi, F1-Dream, Final Lap, Thunderblade and Wonderboy III: Monster Lair.

Things are certainly looking good — watch out for reviews in future issues.

▲ *Mr Heli.*

▲ *Boxing on the engine.*

SEGA GOES APE

When the 16 bit Sega Megadrive is finally released over here, it's going to have some incredible titles available for it!

Over the summer, Thunder Force II (amazing shoot 'em up), World Cup Soccer and Ghouls 'n' Ghosts are all going to be released in Japan, while Autumn will see Atomic Robo Kid, Rambo III, Forgotten Worlds, Heavy Unit and Super Real Basketball.

And towards the end of the year, Air Diver, Power Drift, Golden Axe, Moon Dancer, Tiger Road and Tetris will become available.

And that's not all. We're reliably informed that there are another 15 titles in development. As ever, you'll read about them first in Mean Machines — keep your eyes peeled.

▲ *Gunhead.*

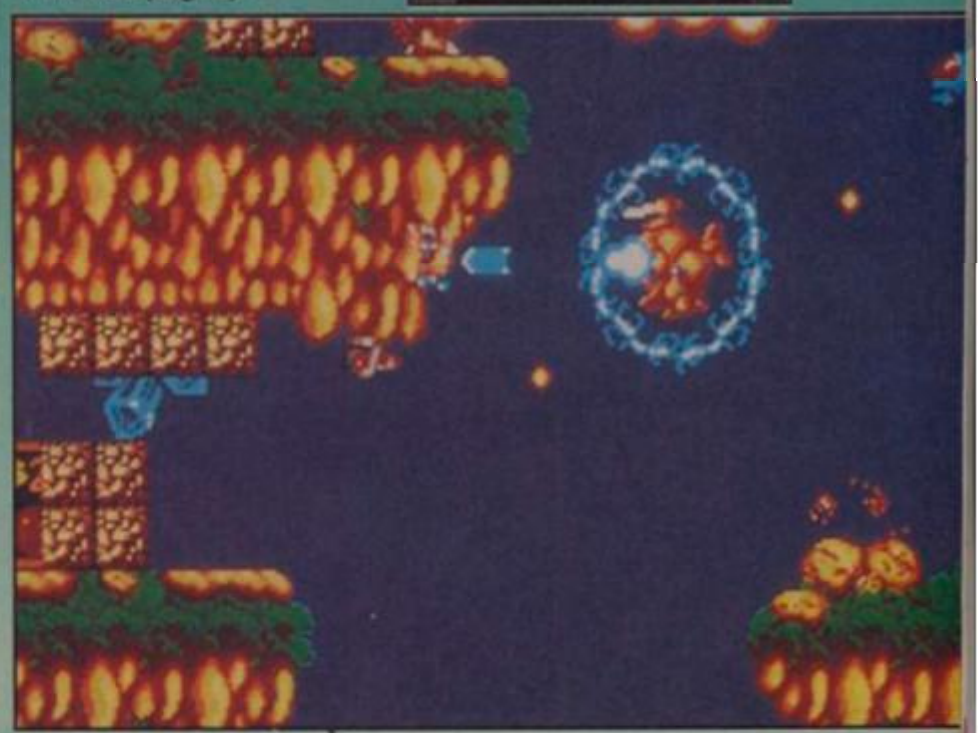
GAME BOY GROWS UP

If you're a fan of Japan's tiniest games console, you'll be interested to hear that there are eight new titles planned for release over the next few months.

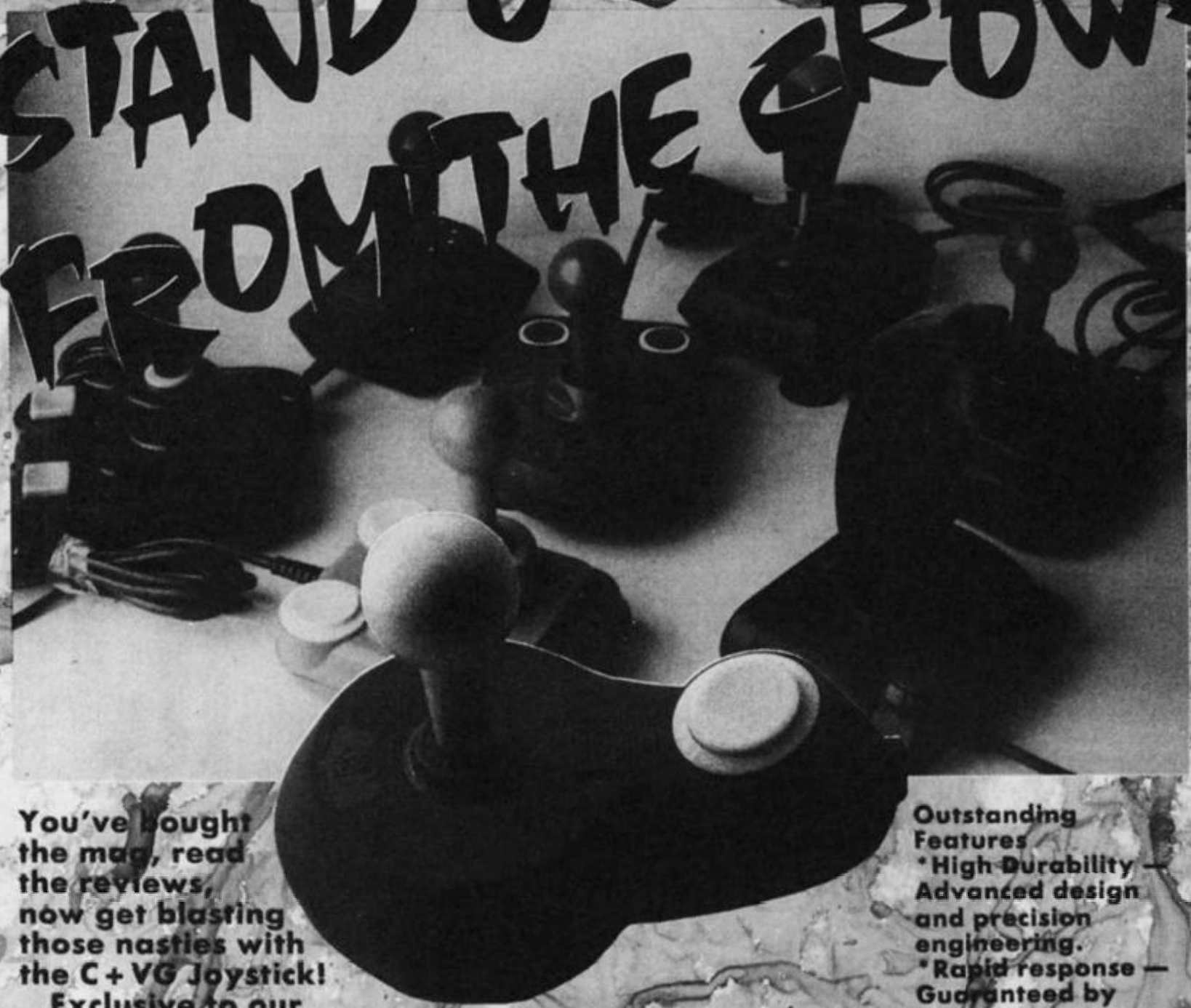
That classic game, Tetris, should be available now, followed by Shanghai, Mickey Mouse (a platform-type game), Hyper Lode Runner (another brilliant platform game), Pinball, Pachinco Time (Pachinco are non-electronic pinball-type machines that are amazingly popular in Japan), Golf and F-1 Race.

Apparently there are ten other titles in the pipeline, but at present there's no further information. Keep watching this space.

▼ *Mr Heli (engine).*



STAND OUT FROM THE CROWD



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HARD DRIVIN'

Domark

Work on the *Hard Drivin'* conversion continues apace, as specialist vector graphics programmer, Jurgen Friedrich moves his ST from Germany over to Domark's offices in sunny Putney.

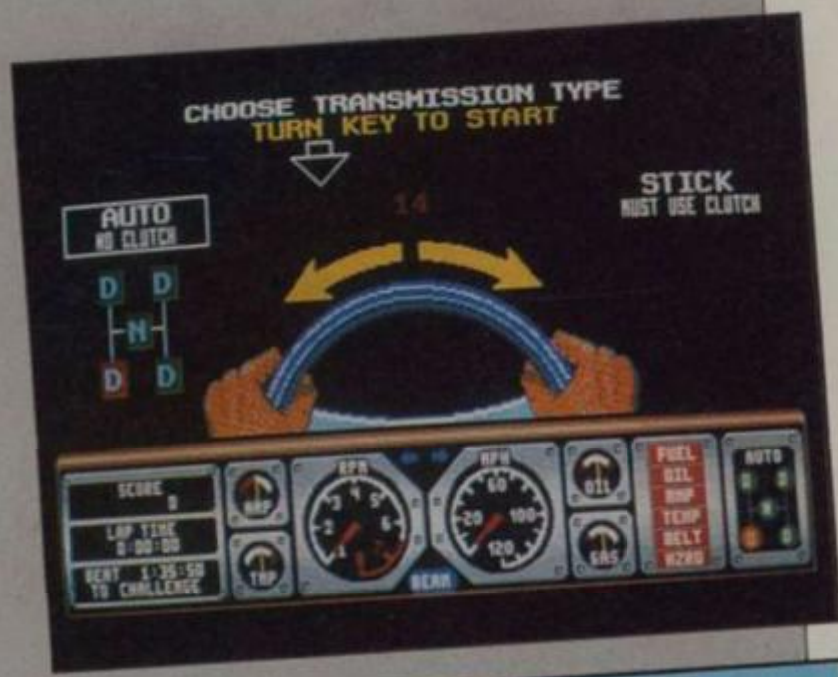
Since the demo we saw last month, Jurgen has been assembling the foundations of the program to see how far the ST can emulate the workings of the *Hard Drivin'* machines's four custom co-processors. He expects to have to use a slightly slower frame rate and reduce the number of polygons assigned to each piece of scenery.

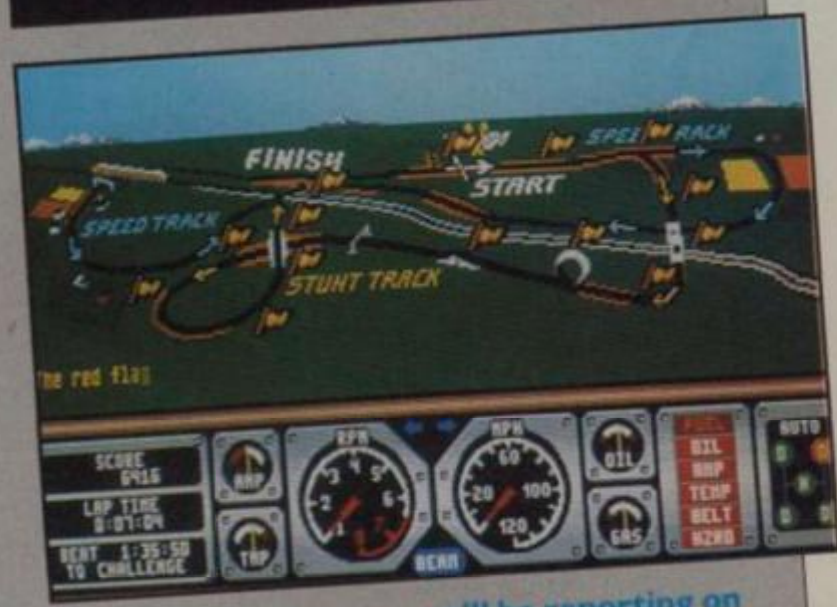
As well as the loop-the-loop which we showed you last month, there's now a barn by the roadside, which fades in from the distance and glides past sooooo smoothly that we could almost have been looking at the arcade original!

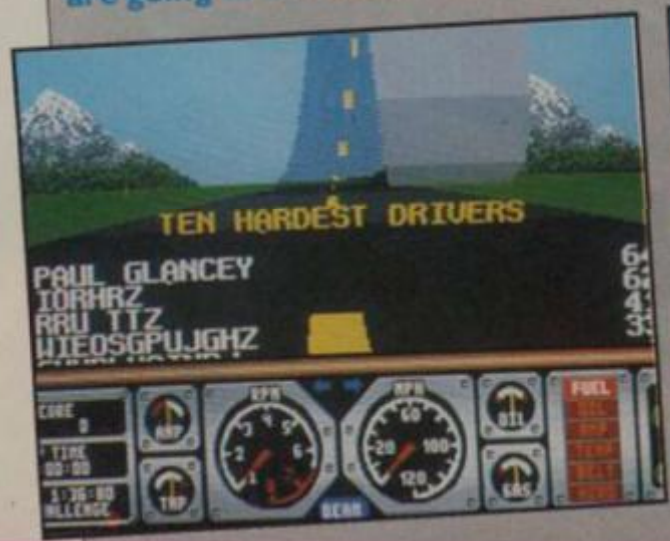
Obviously, when there are cars on the track and other scenery moving around, things are going to slow down a bit, but Jurgen hopes to ensure smooth running by optimising the code.

And we'll see whether or not he can successfully do that in next month's Hard Drivin' Update, when we'll be reporting on the inclusion of other car sprites and the all the original arcade features like the replay mode, gear shift and track map.

Keep watching this space.







STAR TREK V

Mindscape

US company Mindscape have wasted no time in beaming up the licence to *Star Trek V: The Final Frontier*. Paramount are keeping the plot of the film firmly under wraps, but in the game you play Captain Kirk on a mission to the centre of the galaxy. On the way, he and his illustrious crew have to deliver three ambassadors to their destination planet while avoiding Klingon pursuers, defeating

HARLEY DAVIDSON

Mindscape

There are many who think that Harley Davidsons are the best bikes in the world — obviously Mindscape are such people, 'cos they've just bought the rights to produce an officially licensed Harley game. You'll be able to straddle a 1340cc Hog and burn down the road to Sturgis, South Dakota

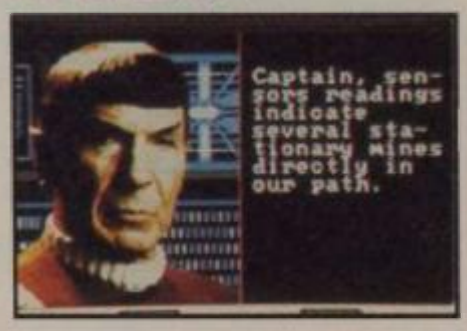
FIENDISH FREDDIE

Mindscape

Ever wanted to join the circus? This is the game to put you off that ambition for good. The bank are fore-closing on the circus' mortgage, and to earn the money to save it you play a clown taking part in six wacky circus events — high diving into a bucket of water,

Klaa, a renegade Klingon and getting around The Barrier Zone (whatever that is). *Star Trek V* will have elements of arcade, strategy and adventure gameplay with loads of digitised graphics and sound and the usual crew of bold goers. Predicting the quality of the game at this early stage would be illogical, but sensors indicate that this may well be the best Trekkie game yet.

RELEASE: AMIGA/ST/PC NOVEMBER
PRICE: £29.99



ON

(avoiding speed traps and obstacles) where the biggest Harley rally in the world is taking place. There, you can partake in five different Harley contests, including a drag race and a slow ride contest. A neat feature is that you can customise your bike any way you like — and you can even get yourself a custom-painted helmet. It certainly sounds interesting — Harley fans should keep their eyes peeled for a full review in the not-too-distant future.

RELEASE: ST/AMIGA/PC, SEPT
PRICE: TBA

POWER DRIFT

Activision

The conversion of SEGA's wacky racer coin-op is almost upon us and it's lookin' like a goodie! Pictured here is action from the C64 version which is being programmed by 3D master, Chris Butler, the guy behind C64 *Space Harrier* and *Thunderblade*, and boy is it fast! The player's buggy fairly zips over hill and dale, and the scenery swishes past like a granny on a skating rink. And hardly a hint of chunky graphics, either!

Last month we previewed Ocean's *Chase HQ* conversion, saying "If this isn't the best ever Spectrum arcade conversion when it comes out, we'll find someone with a hat and eat it!" Well, Activision PR person, Amanda Barry, has such faith in the programmers of Spectrum *Powerdrift* (also programmers of Spectrum *WEC Le Mans*) that she brought over a hat covered with marshmallows, Cadbury's eclairs and Twiglets so she could take photographs of us eating our words! Hrrmph! The gall of the woman! The C64 version is certainly looking stunning, but we'll just have to wait and see the Spectrum version before start on our first Twiglet.

DIE

juggling, trapeze artistry, knife-throwing, tight-rope walking, and being shot out of a cannon. Mastery of said stunts is rewarded with hard cash, but working against you is Freddie, who does nasty things like blowing you off course in mid-dive, or lobbing you a bomb to juggle instead of a ball. Fiendish, eh? The programming team is being led by Chris Gray, who wrote *Infiltrator* and collaborated on the classic *Boulderdash*, and what we've seen of *Fiendish Freddie* is superb, with loads of humour and superb graphics and sounds. Will the circus be saved? We should find out in the review next issue.

RELEASE: AMIGA/ST/PC, SEPTEMBER
PRICE: £29.99

ACTION FIGHTER

Firebird

Activision haven't got the monopoly on Sega licenses, y'know. This is a conversion of a little-known shoot 'em up of theirs which looks a lot like a turbo-charged Spy Hunter (classic drive-up-the-road-and-kill-things fun). In the first of the game's four levels, you drive a motorbike through a city, shooting all and sundry, and picking up extra weapons from supply vans. As the game progresses you take over the controls of a fabby car, then a heavily-beweaponed jet fighter. Core Software (producers of the acclaimed *Rick Dangerous*) have done the programming and the result is quite a nifty game. The ST version we've seen is pretty good fun so we're hoping for a review next ish.

RELEASED: ST/AMIGA/ SPECTRUM/C64/ AMSTRAD AUGUST
PRICE: ST, AMIGA £24.95, 8 BIT VERSIONS £9.95

WICKED

Electric Dreams

Before releasing their Sega coin-op conversions in the autumn, Activision are knocking out some original titles on the Electric Dreams label, amongst them this odd little number from *Stifflip & Co* programmers, Binary Vision. *Wicked* is a fast-moving game of space capture, which pits you, the goodie Sun God against the nasty old Moon God, who is trying to supplant your influence with his own. The intricacies of the game are multitudinous, but in essence *Wicked* is a simple blend of strategy and shoot 'em up which proves strangely addictive. Watch out for it.

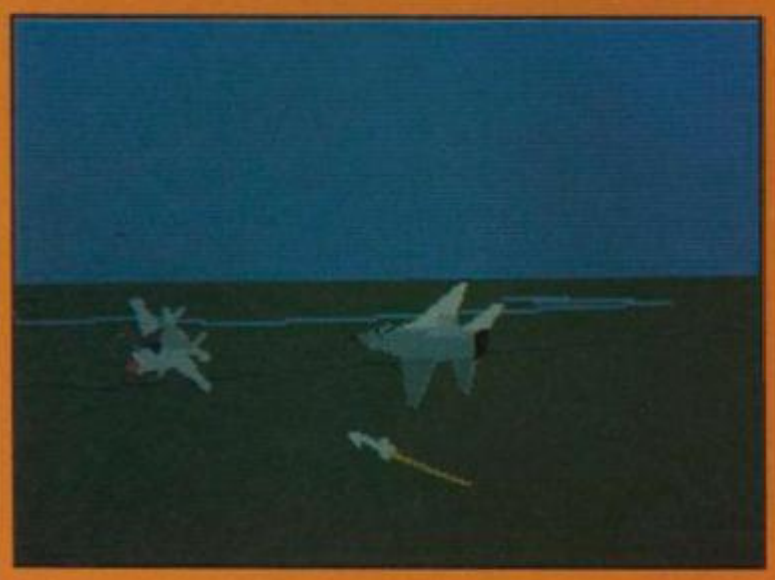
RELEASED: ST/AMIGA OUT NOW
PRICES: ST £19.99, AMIGA £24.99

FALCON MISSION DISKS

Mirrorsoft

If you find that dogfighting MiG 21s has lost its challenge, Mirrorsoft have got just the thing to give your afterburners a boost. To follow up the success of military flight sim *Falcon*, they're releasing a new "disk two" providing twelve extra missions. Bust tanks, sink amphibious landing craft, then disrupt the enemy's lines of supply by making holes in their roads and breaking their railways — corblimey! More SAM sites, more MiGs (29s this time), more death and more money. The C+VG Anti-Avarice League would like to question the £20 price tag attached to the *Mission Disk*, which, considering you have to have the original *Falcon* disks as well (£30!), seems a bit steep. Still, if you're keen on this sort of thing . . .

RELEASED:
ST/AMIGA OUT NOW
PRICE: ST/AMIGA £19.99



ALTERED BEAST

Activision

Activision have certainly got a lot on their plate regarding Sega licenses. *Time Scanner* we've already reviewed, but to come there's still *Powerdrift*, *Galaxy Force*, *Hot Rod*, *Super Wonderboy* and *Dynamite Dux*. *Altered Beast* must count as one of the easier conversions — just a scrolling beat 'em up with a bit of metamorphosing and some nice graphics which, as you can see from the screenshot, have been nicely reproduced on the Amiga.

RELEASED:
AMIGA/ST OUT NOW
PRICE: AMIGA £24.99, ST £19.99

TRAINED ASSASSIN

Digital Magic Software

Kill! Maim! Horribly disfigure! It's all here in Digital Magic's new scrolly blast which puts a warm bazooka in your hands and leaves the rest to you. Actually, the bazooka is just the start of things and your little on-screen trooper can pick up all manner of weird and wonderful instruments of death, including orbit and x-y balls, lectro blasts, power blasts and exterminators. Sounds like ripping fun, does it not? Well, our first impressions were certainly favourable, so Digital Magic may well have a winner on their hands.

RELEASED:
ST/AMIGA OUT NOW
PRICE: ST/AMIGA £24.99

STARGLIDER 2

Firebird

Woo-wee! Hang out the flags, Grandma! The Spectrum version of Argonaut Software's fab space flight simulation is on final countdown for imminent launch. The nasty Egrons are building a giant beam projector to wipe out your home planet of Novenia from the neighbouring Solice system, so it's up to you to go to the Solice system and hunt around the planets for the equipment which will put a stop to those Egrons' antics. The ST and Amiga versions were 3D extravaganzas, and while the Spectrum graphics are only wire-frame, programmer Steve Dunn has used hidden line removal to make the 80 different craft, creatures and structures look solid. Steve has tried to keep as much of the 16 bit versions' gameplay in as possible but has had to compromise to a certain extent — check out the forthcoming review.

RELEASED: ALL SPECTRUMS, JUNE
PRICE: £14.99

FERRARI FORMULA ONE

Electronic Arts

"AAAAAAND! HERE! IT! COMES!!" as Murray Walker would say. EA have finally got around to producing ST and PC conversions of their motor racing sim which got a rousing reception on the Amiga eighteen months ago. EA also hint that there are also 8 bit versions just nosing out of the pits. As well as being able to rip up the tarmac on 16 simulated tracks all over the world and drive against such simulated celebs as Alain Prost, Nigel "Man-sell" and Ayrton Senna, you can also tune and repair your car in a simulated garage and wind tunnel and organise your simulated pit crew. Gee-force! Sounds good, but will it be better than Microprose's fabby *Stunt Car Simulator* or Domark's *Hard Drivin'* conversion? We'll just have to wait and see, won't we? That's the way the space-time continuum works, y'know.

RELEASED: ST/PC AUGUST, 8 BITS TBA
PRICE: ST £24.99, PC £29.99

RAINBOW WARRIOR

Microprose

We should have known it wouldn't take long before computer games jumped on the Green bandwagon. The first company to hitch a ride are Microprose who will be publishing a game on their Micro Style label featuring the exploits of eco-activists Green Peace, and their ex-flagship, The Rainbow Warrior. Being based an organisation dedicated to peace, the game won't have any blasting of CFC-laden aerosols or capturing of French Secret Service divers (or should that be "Frogmen" — yuk, yuk!). Instead it uses "Pythonesque" characters in ozone-friendly simulations of direct action tactics, which are intended to make the world a better place to live in.

RELEASED: SPECTRUM/C64/ AMSTRAD/ST/ AMIGA, OUT NOW
PRICE: 8 BIT FORMATS £9.95, 16 BIT FORMATS £24.95

PASSING SHOT

Imageworks

Anyone for tennis? Teque (of *Blasteroids* fame) are putting together the translation of this Sega coin-op, so little-known that even Mr Rignall has never played it! In spite of this astounding lack of notoriety, Imageworks assure us that as far as tennis games go, it's dead good. You can faze your opponents with your favourite type of overhand lobs, slices and curvy spins, while the view of the court scrolls to follow the ball. Clay and grass courts, ball boys, line judges, two player games — it's all here. No screaming foreign players threatening to insert their rackets into the umpire, though. Bit of an oversight, that.

RELEASE: AMIGA/ST/C64/CPC/ SPECTRUM, AUTUMN
PRICES: TBA

VERMINATOR

Rainbird

Well, it's about time, too! This game seems to have been on the starting blocks since Pontius was a pilot, but what with the programmer being taken ill, then Firebird and its associated labels being sold to Microprose, *Verminator*'s had its fair share of hold-ups. It's a flick-screen arcade adventure set in an oak tree city which is riddled with woodworm and other pests. As the three-legged Verminator, your job is to trog through the tree, tapping the little bugs' skulls to earn cash, to buy extra weapons to kill more bugs, and so on. As you can see from the pic, the graphics are more colourful than Roger Melly's language, and the pre-production version we played was a thoroughly jolly wheeze. Look out for the review in the next ish.

RELEASED: ST/AMIGA, JULY
PRICE: £24.99

CASTLE WARRIOR

Palace

As well as having the Amiga version of *Barbarian II* in their launch toobs, Palace are about to release the next of their licensed games from zose tres bon French programmers, Delphine. *Castle Warrior* casts you as a warrior on a mission in a castle . . . oh . . . you guessed that, huh? Ok, smarty-kex — no-good sorcerer Zandor has poisoned your old Dad (who happens to be the King), and to save him from an upset stomach and a nasty rash under his arms, you have to get the antidote. It's a six-part arcade game, taking you through underground dungeons full of monsters, a game of *Slay the Very Large Dragon*, a bit of slalom canoeing along an underground river, a fight with a big beast called Jibba (well, what's the matter with that?), the fight with Zandor, then a bout of dragon dodging as you fly home. Exciting or what? Well, Delphine certainly produced the goods with their last game, *Bio-Challenge* so hopes for *Castle Warrior* are high . . .

RELEASED: AMIGA/ST, JULY
PRICE: TBA

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